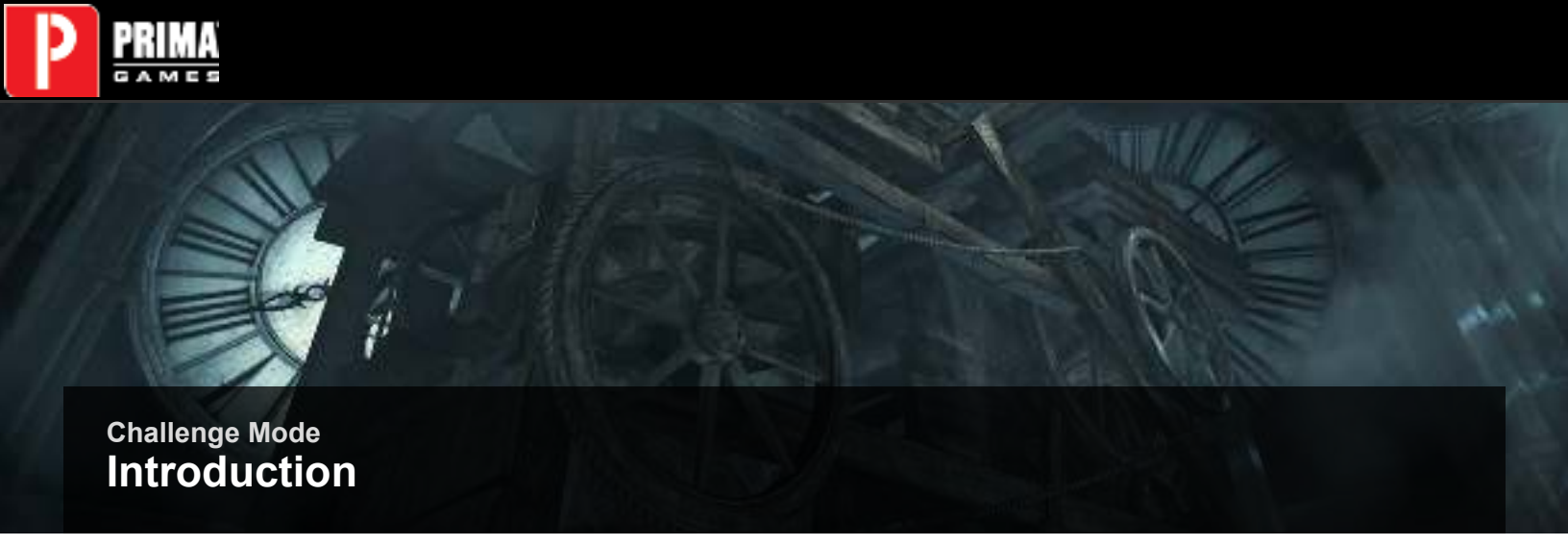
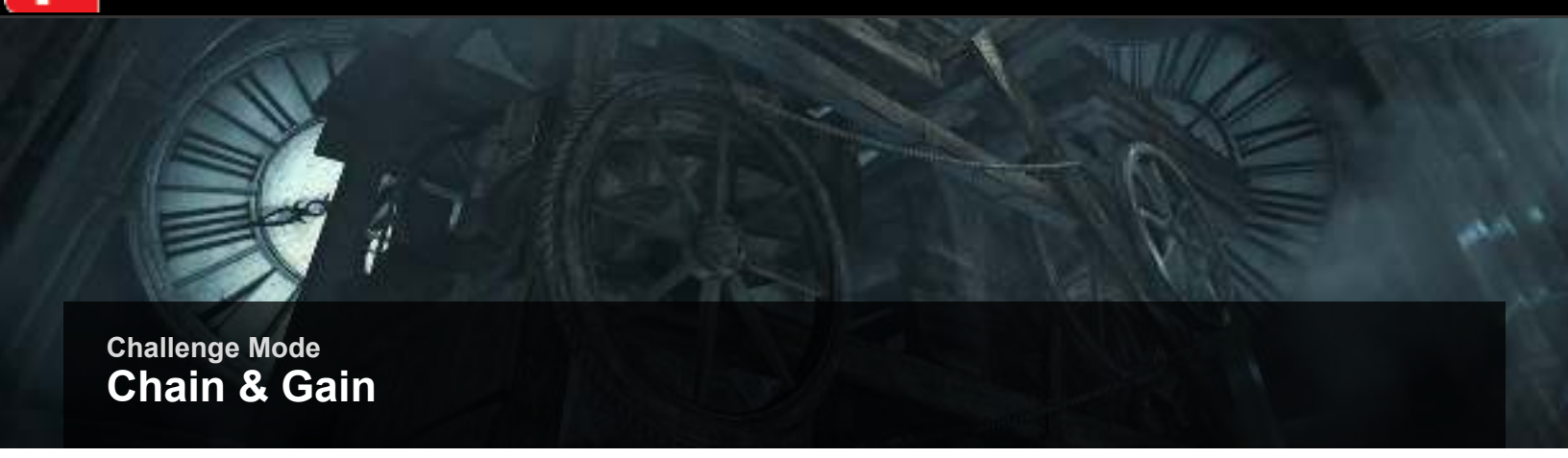


Challenge Mode

Introduction

Up for a challenge? You've come to the right place! Challenge Mode is an alternate game mode accessed through *Thief*'s main menu. In Challenge Mode, you revisit memorable areas from the story in an effort to collect as much loot as possible. There are many more loot items to find in these areas, as well as additional guards to avoid. This chapter provides insightful tips and fully labeled maps to help you track down every last piece of loot and achieve top scores from this exciting mode.

Challenge Mode features three game modes: Chain & Gain, Chain & Gain Limited, and Special Loot Hunt.



Challenge Mode

Chain & Gain

In Chain & Gain, your goal is to find every piece of loot hidden in one of three levels: Northcrest Manor, the House of Blossoms, or Moira Asylum (a downloadable map). You'll find loot scattered all over the place, and each time you collect a piece, a 60-second "combo timer" starts ticking down. Hurry and find another piece of loot to reset the timer and keep your combo going!

Score Multipliers

The faster you find loot, the greater the multiplier becomes for each piece of loot you collect. Similarly, your multiplier will decrease during long pauses between scores. Therefore, grabbing loot as quickly as possible is the key strategy to achieving top scores in Chain & Gain.

Quick Chain Combos

Special bonuses are also awarded for "quick chain" combos. Achieve these combos by collecting multiple loot items in quick succession, without letting more than 10 seconds elapse between scores. The more familiar you are with the maps and guard patrols, the faster you'll be at pocketing the loot and the higher your quick chain bonuses will rise!

Note

Your score multiplier affects other bonuses, not just the score you receive when locating loot. For example, the points you get from picking locks and searching painting frames (500 points apiece by default) are also boosted by your multiplier.

Caution

If your 60-second combo timer ever runs out, a 45-second "countdown timer" starts ticking down. Find some loot fast, for it's game over when this timer reaches zero!

Guards

Finding all that precious loot won't be easy, as numerous guards are on the prowl. These guards are best avoided; being detected or suffering damage causes you to forfeit certain Thieving Challenges. In addition, knocking out guards penalizes your score, whether you knock them out in direct combat or get the drop on them with a stealth or aerial takedown. The first guard you KO penalizes you by 5,000 points, the second guard costs you 10,000 points, the third guard 15,000 points, and so on. The patrol routes shown on this chapter's maps will help you avoid the guards.

Caution

Killing guards is even worse. You're penalized 20,000 points for the first kill, 40,000 for the second, 60,000 for the third, and so on. However, if you've already knocked out several guards, killing the next one might actually cost you fewer points, depending on how high your KO penalty has risen. If you prefer to neutralize guards, mixing in kills with your KOs can be a sound plan.

Picking Pockets

Though guards are best avoided, picking their pockets is important, for each guard's coin purse counts as a loot item. You can't lift all the level's loot items if you don't pickpocket every guard. In addition, you'll also rack up a few "risk taken" points as you pursue guards, which help pad your score a bit.

Note

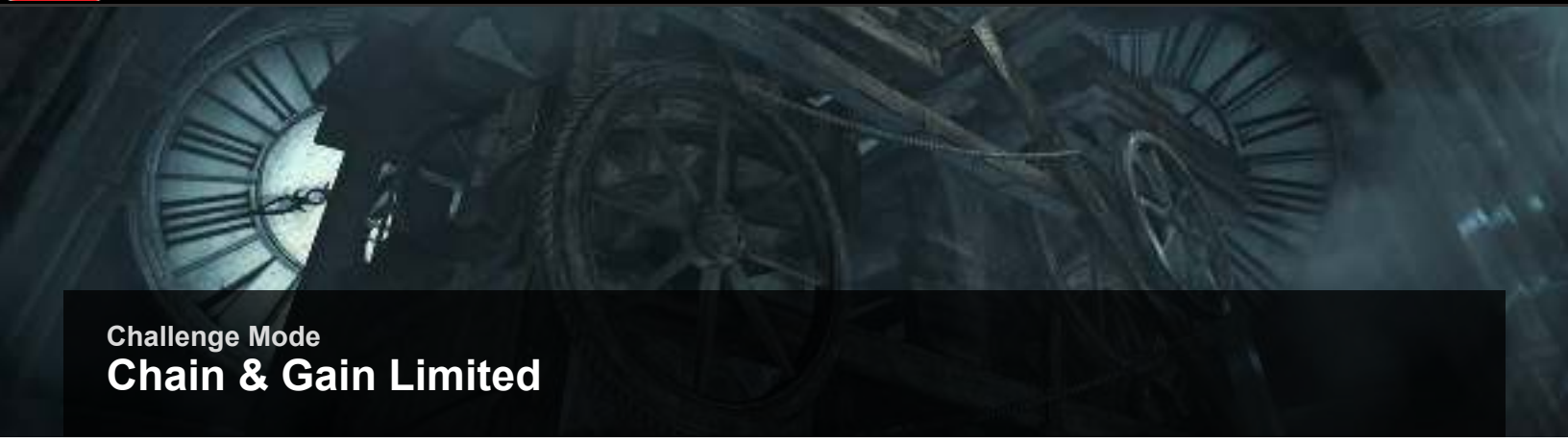
Certain guards carry multiple coin purses. Though you can instantly collect all of those purses by neutralizing the guard and searching his body, your combo chain will only increase by a factor of one if you go this route. Pickpocket those purses instead before you neutralize the guard, and your combo chain will gain a bigger boost!

Focus

You have the advantage of Focus abilities during Chain & Gain events, which can help you identify guards and loot. However, the less Focus you use, the more bonus points you'll receive at the challenge's end. Rely on this chapter's maps instead of Focus to help you avoid threats and track down valuables. You begin each event with two poppies to spare, and a few more can be found in the levels.

Note

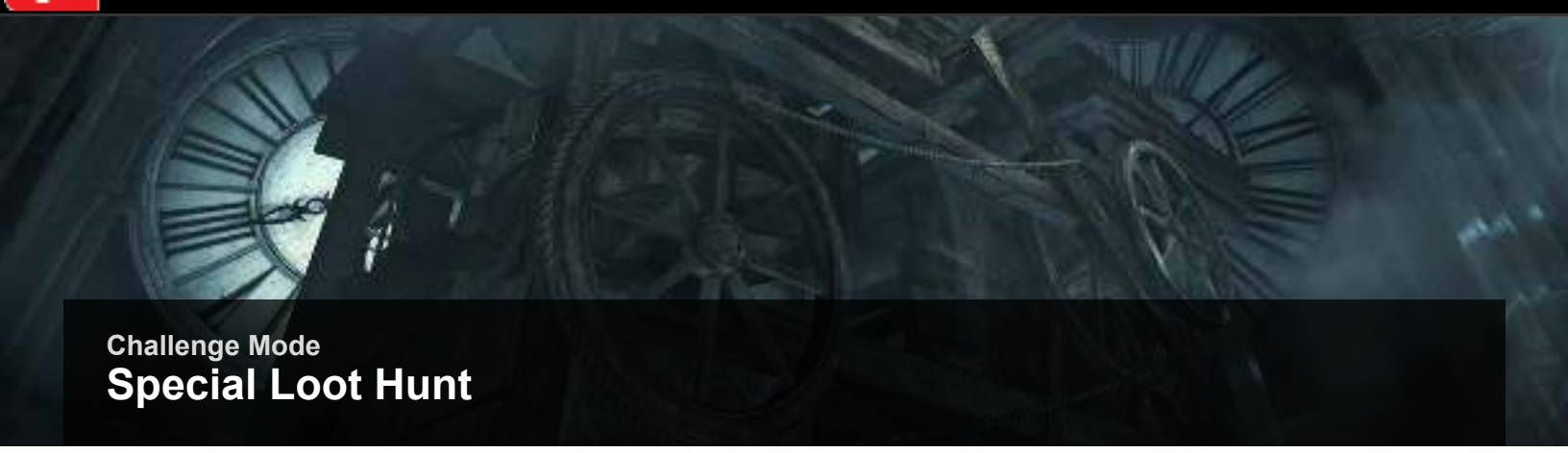
Garrett's Focus abilities are powered up in Challenge Mode. While using Focus, he can detect mobile guards through walls, pick locks with greater ease, and instantly cripple guards with blackjack blows to the torso in direct combat. However, Garrett cannot pickpocket multiple purses at once while using Focus.



Challenge Mode

Chain & Gain Limited

Chain & Gain Limited is exactly like Chain & Gain, except for the added challenge of a persistent countdown timer. There's no way for you to add additional time to that ever-present countdown, so you'll need to work fast in order to steal all of the loot and reach the exit door before time expires. Don't waste precious seconds traveling around or avoiding guards; move from one loot item to the next, pocketing them all as fast as you can on your way to the exit.



Challenge Mode

Special Loot Hunt

Special Loot Hunt adds a new layer of depth to Chain & Gain. All of the aforementioned rules and gameplay nuances apply, but in Special Loot Hunt, your primary objective is to hunt down precious collectibles. The maps are largely identical to those of Chain & Gain: You'll find the same guards walking the same patrols, and all of the common loot items and resources (arrows, food, and poppies) lie in the same places. The only real differences are the existence of collectibles, along with the persistent countdown timer (similar to that of Chain & Gain Limited).

Finding Collectibles

Though you must find a certain number of collectibles in order to win at Special Loot Hunt, only one collectible is present in the stage at a time. To help you find it, the collectible's general location is shown on your map. In addition, the top-left combo counter changes from blue to green to amber to red as you approach the collectible. Exploit both of these tools to track down each collectible as quickly as you can. Once you find it, another collectible appears elsewhere. Check your map and keep tracking down those collectibles, striving to find them all before time expires!

Note

If you aren't careful, it's possible for the objective marker on your map to mislead you. For example, though it may appear to be highlighting a room on your current floor, it might really be referencing a room on a higher or lower floor. Use the onscreen objective marker to verify that you're searching the proper floor.

Note

Collectibles always appear in random locations, so you never know where the next one might pop up. This makes Special Loot Hunt a unique experience every time you play. Unfortunately, it also makes it impossible for us to reveal the locations of the collectibles on the following maps. The maps would be completely covered with collectible loot icons if we tried!

Barred Doors

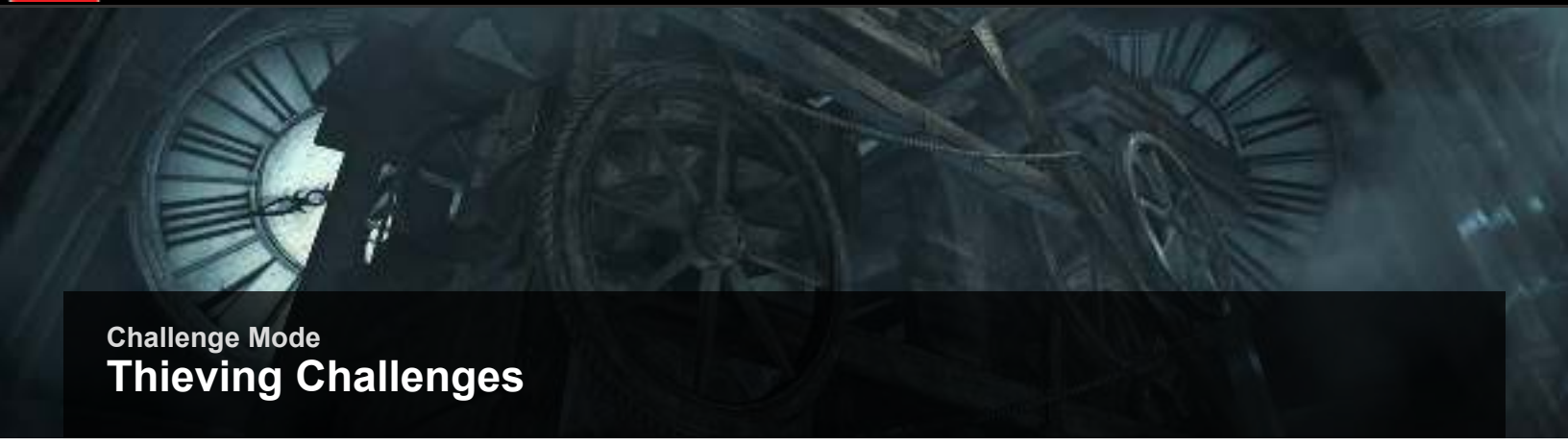
You may notice that certain doors are barred during Special Loot Hunt. This feature is intended to prevent you from wandering too far away from the current collectible. For example, in Northcrest Manor, if the first collectible appears in the cellar, then the doors that lead up to the first floor will remain barred until you find it. Whenever you notice barred doors, consider where the game might be trying to steer you, and conduct your search for the collectible accordingly.

Extending the Clock

In Special Loot Hunt, you can add precious seconds to the countdown timer by finding common loot items. As previously detailed, all common loot items appear in the same places as they do in Chain & Gain. Each common loot item you find adds 5 seconds to the countdown timer, in addition to boosting your score, increasing your chain count, and refilling your chain combo timer. Grab every common loot item you see to boost your score and give yourself more time to track down those collectibles!

Note

Your countdown timer is increased by 20 seconds each time you obtain a collectible.



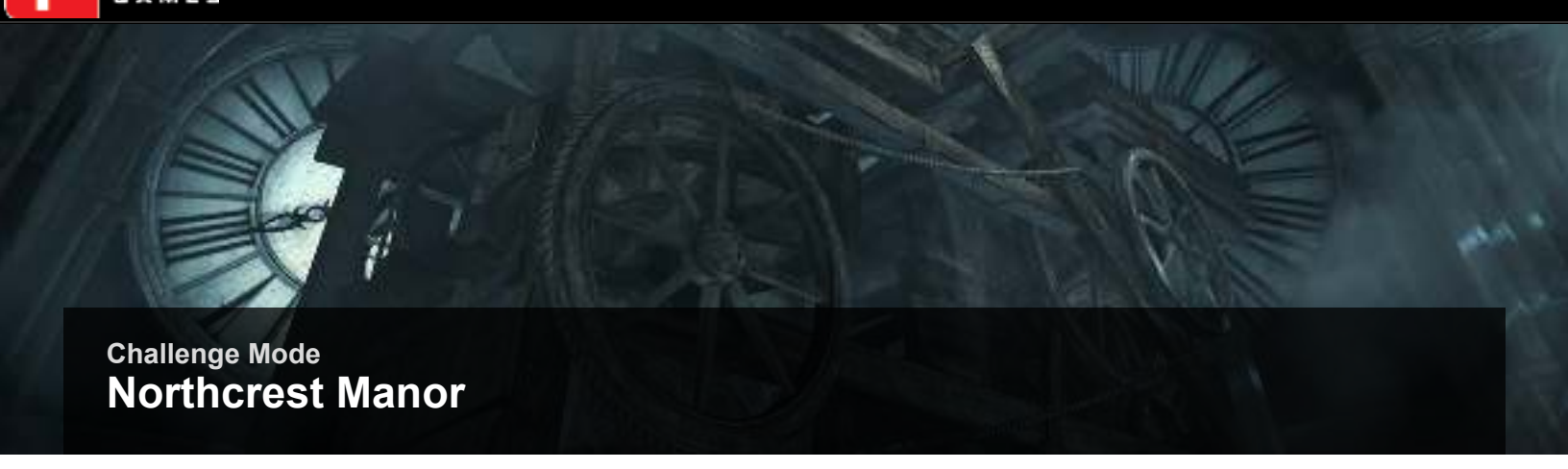
Challenge Mode

Thieving Challenges

Every Challenge Mode event features the same Thieving Challenges:

- • Lift all loot items
- • Lift all special loot (Special Loot Hunt events only)
- • Remain undetected
- • Take no damage
- • Reach the exit (Chain & Game events only)

You can complete every Thieving Challenge in one go, so give it your best shot! You'll find the following maps to be an invaluable resource. They reveal all of the common loot items, along with each guard's patrol route and the level's exit door (for Chain & Gain events). Try not to exit the stage until you've found every last bit of loot in the level!



Challenge Mode

Northcrest Manor

Northcrest Manor is a large map that features four separate floors. You begin in the cellar and must work your way up through the first and second floors before reaching the exit door in the attic. The east stairwell connects to every floor of the manor and is your only means of reaching the attic. The guards here are sparse and lightly armored, and none of them carry more than a single coin purse (some carry none at all).

Chapter Stats

Chain & Gain Limited Countdown: 10:00

Special Loot Hunt Countdown: 5:00

Common Loot Items: 133 (includes guard coin purses)

Special Loot Items: 20

Pockets to Pick: 8

Locks to Pick: 5

Frames to Search: 1

Threats (Guards): 11

Thieving Challenges

Challenge		Value
	Lift all loot items	250000
	Remain undetected	100000
	Take no damage	50000
	Reach the exit	Varies

Area 1: Cellar

- Guards: 2
- Common Loot Items: 12 (+2 guard purses)

The cellar is a small area with three rooms connected by a hallway. A guard patrols your starting room, and another patrols the two rooms to the south. Each guard carries a coin purse that must be stolen if you wish to collect all of the loot in the stage.

Area 2: First Floor

- Guards: 5
- Loot Items: 66 (+3 guard purses)

Main Hall, Dining Hall, and Bedroom

The first floor is a large area with multiple rooms. Search cabinets and drawers for loot, and climb onto crates and shelves to find items hidden on high. Blunt arrows can be found in the dining hall and in the main hallway; use these to create distractions or knock down chandeliers to crush guards or create distractions. You can also find a broadhead and water arrow in the main hallway. If you like, you can scale the dining hall's south wall to quickly reach the second floor's sitting room.

Lounging Room and Storage Rooms

Stealthily enter the first floor's north lounging room by sneaking through the high crawl space in the adjoining storage room. The lounge features a wall safe that is opened by finding two triggers around a painting's frame. It also features broken glass and a caged bird that can attract the guard who patrols the nearby hallway. If you like, lure the guard into the room by creating noise, then knock him out with an aerial takedown from the height of the east bookshelves.

Library (First Floor)

About half of the first-floor library's loot is hidden atop its tall bookshelves. Climb onto the shelves to spot loot, and leap between them to avoid the two patrolling guards. You can also find two water arrows here, and there's food under the southeast stairs. Unlike in Story mode, there are no caged birds to worry about in the library. Use the south stairs to move between the library's first and second floors.

Waiting Hall

The west waiting hall's first floor is patrolled by a single guard. The central stairs connect to the second floor, but you can also scale any of the four ornate pedestals that flank the stairs to sneak up to the second floor instead, avoiding detection by the waiting hall's second-floor guard. Like the dining hall, the waiting hall's chandeliers can be knocked down with arrows to crush guards or create distractions.

Area 3: Second Floor

- Guards: 4
- Loot Items: 47 (+3 guard purses)

Main Hall and Stairwell

Beware: A guard patrols the second floor's east stairwell, which connects to the first floor and the attic. Another guard patrols the main hallway. The two can be difficult to avoid without creating distractions. Use arrows or throwables to draw these guards away from the stairs so you may scale them and reach the exit door undetected.

Library (Second Floor)

The library's second floor is patrolled by one guard. Here you can find three broadhead and two sawtooth arrows to help you slay guards or create distractions. Like the library's first floor, several loot items can be found atop the bookshelves here. In addition, use the rope arrow located in the second floor's main hallway to reach the library's high rafters, where many more loot items are hidden. If you can't locate an item that's shown on the map, it's a safe bet that it's up on the rafters.

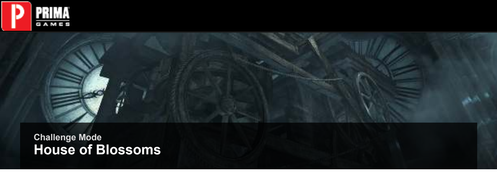
Vault

Open either of the locked doors in the second floor's north hallway to enter the central vault. This room features four suits of armor, each with a pair of pressure plates in front of it. Stepping on the plates rotates the statues. The north and south statues' eyes are lit; use the pressure plates to spin the east and west statues until their eyes light up as well. When all four statues' eyes are lit, two secret compartments filled with loot open up.

Area 4: Attic

- Guards: None
- Loot Items: None

The attic is small and you can access it only via the east stairwell, which connects to every floor of the manor. The guard who patrols the second floor's east stairwell regularly travels up to the attic to gaze over the balcony. There's no loot to discover on this floor, but you can find some water arrows, food, and a poppy up here. More importantly, the level's exit door is located in the attic; enter the green-lit room to finish the stage with a healthy score bonus.



Challenge Mode

House of Blossoms

The House of Blossoms is smaller than Northcrest Manor but features even more loot to steal. This makes it easier to keep chain combos and quick combos going, provided you're good at avoiding or neutralizing the House's many guards. The heavy chain mail worn by the brothel's watchmen makes them difficult to defeat in direct combat, and most guards carry multiple coin purses, all of which you must steal if you wish to lift all of the level's loot. Once you've filled your pockets, race to the west stairwell to find the brothel's exit door.

Chapter Stats

Chain & Gain Limited Countdown: 10:00

Special Loot Hunt Countdown: 5:00

Common Loot Items: 176 (includes guard coin purses)

Special Loot Items: 20

Pockets to Pick: 27

Locks to Pick: 8

Frames to Search: None

Threats (Guards): 12

Thieving Challenges

Challenge		Value
	Lift all loot items	250000
	Remain undetected	100000
	Take no damage	50000
	Reach the exit	Varies

Area 1: Lower Level

- Guards: 8
- Loot Items: 79 (+19 guard purses)

Entry Chamber

You begin in the east foyer, just outside the House of Blossoms' entry chamber. The throwable near your starting position is useful for distracting the entry chamber's stationary guard. Use this throwable to lure the guard away from his position, then steal his three coin purses and swipe the vase he was standing next to. Loot the rest of the room as the guard returns to his original position.

Foyer: East Side

Partition walls divide the brothel's spacious main foyer into three sections. Swoop to avoid detection as you slip from shadow to shadow, pocketing valuables. Only one guard patrols the foyer's east side, and he carries three coin purses. However, the guard who patrols the foyer's middle area can spot you in the east foyer during part of his patrol. Once you acquire some arrows, you can knock down the large overhead chandelier and create a massive distraction.

Tip

After collecting the rope arrow in the west foyer's northeast bedroom, you can return to the east foyer and fire it into the overhead anchor beam to create a shortcut up to the madame's office.

Kitchen

Two guards patrol the kitchen: one walks the east balcony, while the other patrols down low. Both guards carry coin purses. Use cabinets and upper piping to give the watchmen the slip or to set them up for takedowns. The kitchen is also filled with throwables to help you distract the guards.

Enter the kitchen's locked north room and hit the light switch to darken the room and the kitchen's east balcony. (This is likely to draw the attention of the balcony guard, who may move to turn on the lights again.) Drop to the north room's lower area and enter a crawl space to discover a number of gold coins and other valuables hidden beneath the kitchen.

Foyer: Middle Area

A stationary guard stands in the middle of the foyer, and another guard walks a circuit around the partition wall. You'll need to either distract these guards or take them down if you wish to collect all of the level's loot. Sneak up on the stationary guard from the north kitchen door, and you can take him out easily with a stealth takedown. However, you'll need to take down the patrolling guard first or else he'll discover his comrade's body (unless you're quick to hide it).

Foyer: West Side

Two more guards patrol the foyer's west side; one of them walks a circuit around the lower level's four bedrooms. You can darken all of the bedrooms by pressing their light switches and snuffing out their candles, making them ideal hiding places. Each bedroom features a locked wall safe, and each wall safe contains the following items:

- **Southeast bedroom**: three sawtooth arrows
- **Southwest bedroom**: two water arrows
- **Northwest bedroom**: three water arrows
- **Northeast bedroom**: one rope arrow

Tip

Three sawtooth arrows are located on the northwest bedroom's floor, and there are two water arrows in the southeast bedroom. A couple of broadhead arrows are on a small table in the foyer between the bedrooms. Even if you don't wish to kill guards, these arrows can be useful for dousing candles and creating distractions. Use one to create a massive distraction by knocking down the west foyer's giant chandelier.

The rope arrow you discover inside the northeast bedroom's wall safe comes into play when you reach the upper level. Fire it into the high north anchor beam, and you'll be able to leap between the upper level's north balcony and the madame's office. Alternatively, use this rope arrow to quickly ascend to the madame's office from the east foyer; go there and look up to spy another anchor beam. This is the only rope arrow in the stage, so use it wisely.

Area 2: Upper Level

- Guards: 4
- Loot Items: 70 (+8 guard purses)

Balcony and Bedrooms

The House of Blossom's upper level is smaller than the lower level. It features fewer guards, but the loot is nearly as plentiful. Two guards patrol the balcony and bedrooms; one patrols up north, and the other patrols down south. Press the light switch on the balcony's west wall and in each of the bedrooms to create darkness and distractions. The northeast bedroom features a wall safe that contains a loot item, and you can find blunt arrows in the southwest bedroom and broadhead arrows in the southeast bedroom.

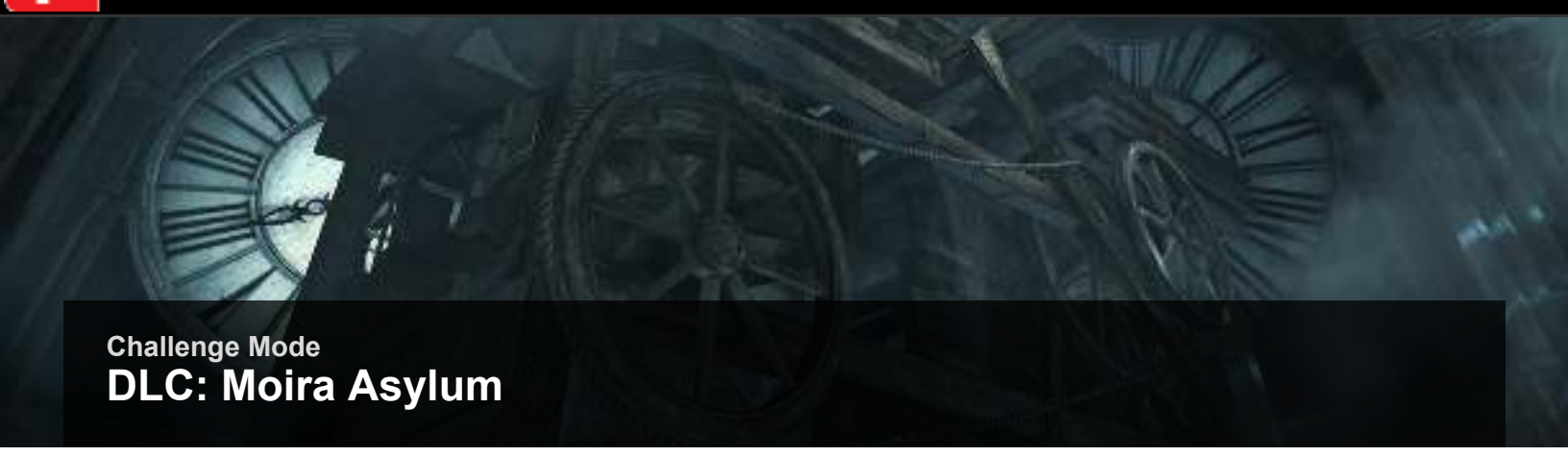
Tip

Climb onto the northwest bedroom's bookshelf to reach a high crawl space that lets you sneak into the northeast bedroom. Climbing the south stairwell's piping leads you to another high crawl space above the south bedrooms, but you can't drop into either of the rooms below. There's no loot or resources to discover in either crawl space.

Madame's Office and Bedchamber

The door to the madam's office is locked, but you can sneak into the office by using the rope arrow found in the lower level's northeast bedroom. If you're on the upper level, fire the rope arrow at the anchor beam near the north balcony's east end; if you're on the lower level, look up and lodge the rope arrow into the high anchor beam on the west side of the east foyer. A single guard patrols the office, which you can darken by pressing the light switch near the south entry door. Water arrows can be found here.

The door to the madame's private bedchamber is also locked, and another guard patrols the bedchamber. After picking the lock, peer through the keyhole to ensure that the guard won't notice you enter (wait until he's moved over to the right). This room can also be darkened by pressing the light switch near the door once you're inside. The north wall safe contains a loot item.



Challenge Mode

DLC: Moira Asylum

Moira Asylum is a DLC (downloadable content) Challenge Mode map that doesn't come standard with Thief; you must purchase it separately. The map is among the smallest of the Challenge Mode stages and uniquely features Freaks as threats instead of guards. Though Freaks are blind, they possess keen hearing and are absolutely vicious once alerted. Freaks are immune to physical attacks but are vulnerable to bright light and fire. Unfortunately, no fire or blast arrows are in Moira Asylum, but you'll find broadhead and blunt arrows to use to create distractions. Flash bombs are also available and are quite effective against the Freaks (even in groups), though it takes two flash bombs to defeat them. All in all, the Freaks are best avoided, especially since they have no pockets to pick and will penalize your score if defeated.

Chapter Stats

Chain & Gain Limited Countdown: 10:00

Special Loot Hunt Countdown: 5:00

Common Loot Items: 137

Pockets to Pick: None

Locks to Pick: 4

Frames to Search: None

Threats (Freaks): 10

Thieving Challenges

Challenge		Value
	Lift all loot items	250000
	Remain undetected	100000
	Take no damage	50000
	Reach the exit	Varies

Area 1: Lobby (First Floor)

- Freaks: None
- Loot Items: 5

Each Challenge Mode event held at Moira Asylum begins on the ground floor of the asylum's lobby. There are no Freaks to fear here and only five loot items to find. Grab them as fast as you can and hurry upstairs.

Area 2: Halls and Wards

- Freaks: 10
- Loot Items: 132

Lobby (Second Floor)

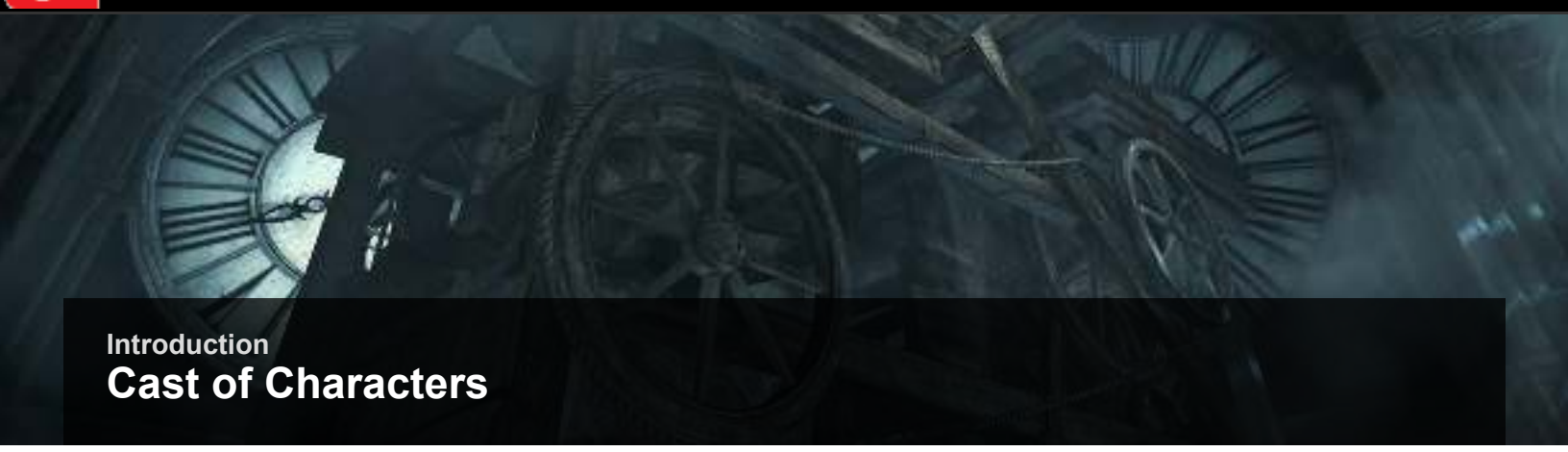
The lobby's second floor is equally free of Freaks and features many more loot items. Fill your pockets on your way to either the northwest hall that leads into the Men's Ward or the southwest hall that leads into the Women's Ward.

Men's and Women's Wards

Breezeway

West Corridor

The west corridor is your ultimate destination, for the exit door is located here. A roaming Freak serves as a final obstacle, but you can easily avoid this fiend by using the stairs and lower passage near the exit door.



Introduction

Cast of Characters

The following characters play major roles in *Thief*'s dark and troubled story.

Garrett

You play as Garret, a seasoned thief who has mastered the fine arts of stealth and stealing. Depending on your style of play, Garrett can be a gentle pickpocket or a violent criminal intent on punishing all who stand in his way.

Erin

This brash young burglar is an old acquaintance of Garrett's. Though her skills rival those of the master thief himself, Erin is still young in her career and therefore far less cautious, favoring haste and daring over forethought and discretion.

Basso

A jovial fence, Basso is a longtime friend and business associate of Garrett's. Basso operates out of his tavern, the Crippled Burrick, where he can often be found plotting out his next big score. Basso is a wise and careful man who has developed many important contacts in the City over the years. Whenever he needs to get in touch with Garrett, Basso sends his pet magpie, Jenivere, to deliver the message.

Queen of Beggars

This wise woman does her best to help the City's less fortunate, of which there are many. She has survived in the City all her life, and as such, she has much knowledge to impart. For a small donation to her cause, the Queen of Beggars will gladly help Garrett hone his innate skills. She lives in a crumbling chapel not far from Basso's tavern and is always available to lend Garrett her services.

Baron Northcrest

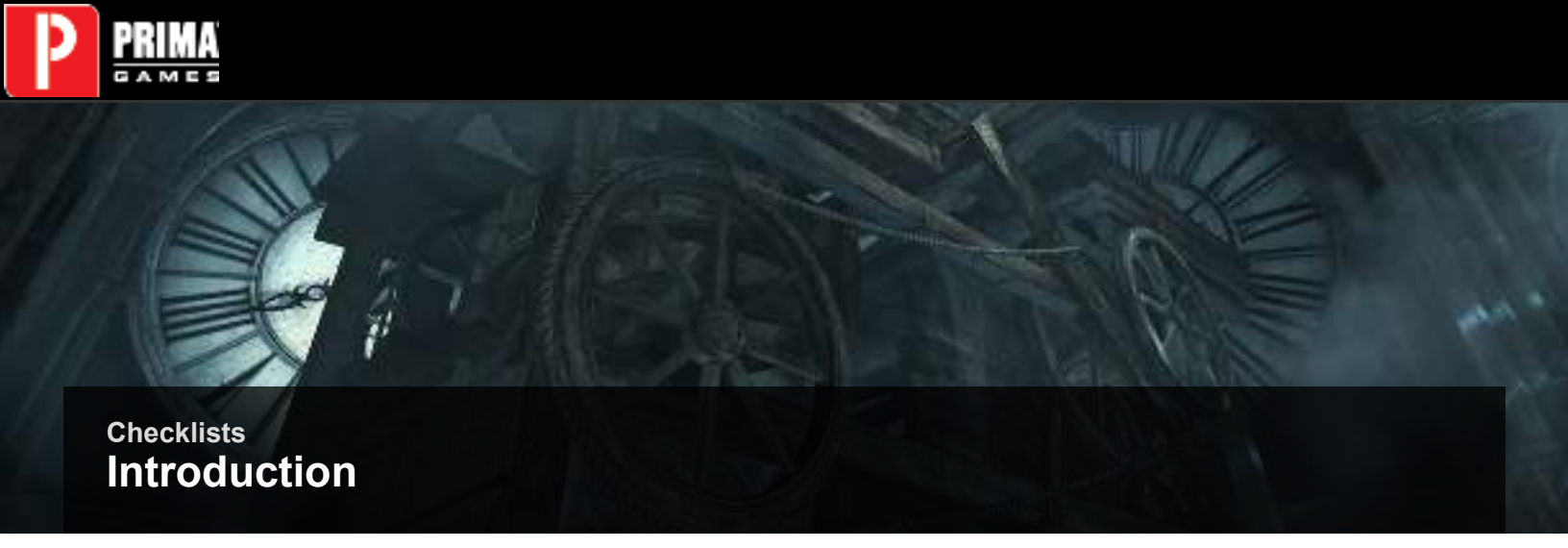
Known throughout the City as the "Iron Tyrant," Baron Northcrest is a vastly powerful and obsessively driven man. He commands the Baron's Watch, an army of well-funded guards who "keep the peace" in the City by enforcing the Baron's rule of law. Backed by his family's boundless wealth and expansive influence, Baron Northcrest seeks to impose his vision of an advanced society on the populace—no matter the cost.

Thief-Taker General

A vile and wrathful man, the Thief-Taker General serves as Baron Northcrest's right hand. He commands the Baron's Watch and will stop at nothing to ensure his master's will is done. Garrett has many run-ins with the Thief-Taker General over the course of his adventures, none of which are pleasant.

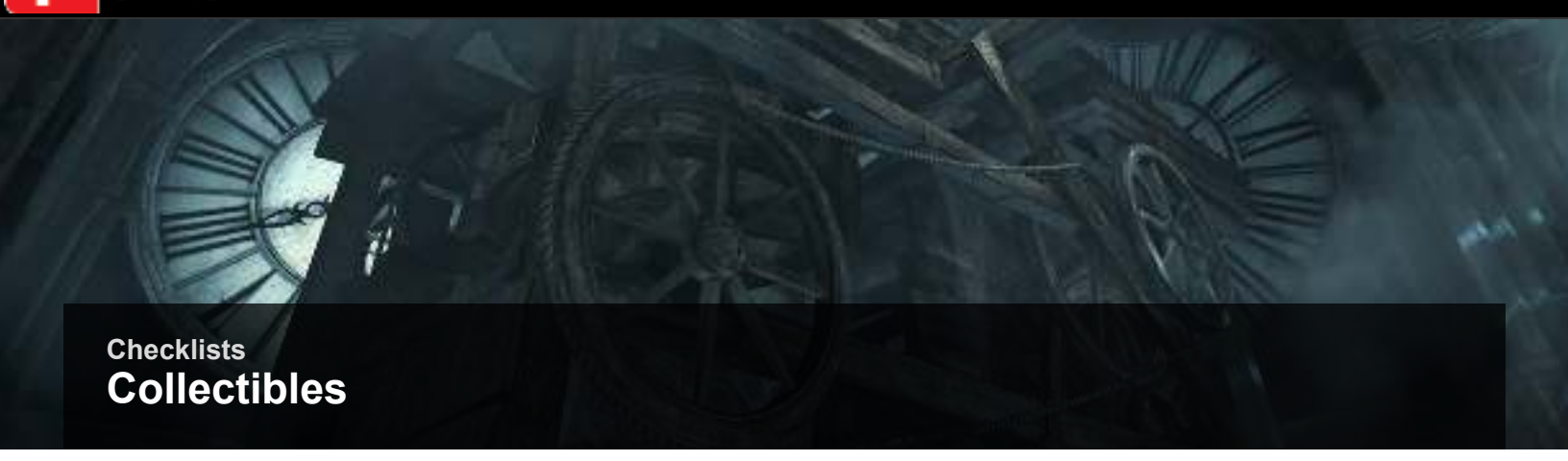
Orion

An influential man of the people, Orion leads the Graven, a clandestine group of zealots who seek to undo the Baron's heathenish regime. Orion's Graven stand in staunch opposition to the Baron's Watch, and the two factions are locked in an ever-intensifying struggle for control of the City, each believing their cause to be just. Garrett soon becomes caught in the middle of this conflict, finding himself with plenty of opportunity to profit from both sides.



Checklists
Introduction

Welcome to the checklists! This chapter is designed to put *Thief*'s most vital information within easy reach. Here you'll find quick-reference lists to help you track down every collectible and document that's recorded in the Journal. Other useful lists include the locations of all Shady Merchants, all free Focus points, and safe combos to help you crack any combination safe in a jiffy.



Checklists
Collectibles

The following collectibles are all recorded in Garrett's Journal. Refer to the walkthrough for more detailed descriptions of how and where to find them.

Collectibles

	Name	Type	Set Number	Chapter	Area
1	The Glittering Plumage	Unique Loot	1/9	Prologue	Attic
2	Amethyst Circle	Serendi Stone Circles	1/7	Chapter 1: Lockdown	Traitorsgate
3	Lyegrove's Jeweled Mask	Unique Loot	2/9	Chapter 1: Lockdown	Serendi Jewelers Cellar
4	Sootback Bracelet	The Mortal Coils	1/6	Chapter 1: Lockdown	Serendi Jewelers Shop
5	Jeweled Mask	Client Loot	1/8	Chapter 1: Lockdown	Serendi Jewelers Shop
6	Our Lady of the Iron Litany Chapel	City Heritage Plaques	1/16	The City Part I	Chapel
7	The Crippled Burrick Tavern	City Heritage Plaques	2/16	The City Part I	Clock Tower Plaza
8	Marsh Adder Bracelet	The Mortal Coils	2/6	The City Part I	Lady Marigold's Apartment
9	Ulysses Northcrest's Obelisk	City Heritage Plaques	3/16	The City Part I	Moorsditch
10	Obediah Northcrest's Obelisk	City Heritage Plaques	4/16	The City Part I	Kaitlin Court
11	Stonemarket Clock Tower	City Heritage Plaques	5/16	The City Part I	Clock Tower Plaza
12	Hydrangea Brooch	Flowers Eternal	1/6	The City Part I	Miss Scarlett's Town House
13	Stonemarket First Bank	City Heritage Plaques	6/16	The City Part I	Baron's Way North (Stonemarket)
14	The Statuesque Lady	Whiteridge's Duty	1/6	Client Job: Hand Tailored	Alfonso's Residence
15	The Mechanical Hand	Client Loot	2/8	Client Job: Hand Tailored	Alfonso's Shop
16	Charity's Memory	Memories of the Dead	1/6	Chapter 2	Dust Yard
17	Daisy Brooch	Flowers Eternal	2/6	Chapter 2	Corridor A
18	Soul of the Automaton	Unique Loot	3/9	Chapter 2	Workshop
19	Diamond Circle	Serendi Stone Circles	2/7	Chapter 2	Furnace Room
20	Cornelius's Ring	Client Loot	3/8	Chapter 2	Supervisor's Office
21	The Arrogance of Nobility	The Court of Montonessi	1/12	The City Part II	Moorsditch
22	The Insatiable Appetite	The Court of Montonessi	2/12	The City Part II	Leatherwood Furniture
23	Guilt Has Black Wings	The Court of Montonessi	3/12	Client Job: Hand Tailored	Alfonso's Residence
24	The Dangers of Seduction	The Court of Montonessi	4/12	The City Part II	Montonessi's Abode
25	Lilac Brooch	Flowers Eternal	3/6	The City Part II	Baron's Way South (Stonemarket)
26	Barnabus Northcrest's Obelisk	City Heritage Plaques	7/16	The City Part II	Crowley and Sons
27	Rutting Out of Season	The Court of Montonessi	5/12	The City Part II	Poet's Abode
28	Sunflower Brooch	Flowers Eternal	4/6	The City Part II	Sewers
29	Carlysle's Mill	City Heritage Plaques	8/16	The City Part II	Eel's End
30	Wellpool Viper Bracelet	The Mortal Coils	3/6	The City Part II	Old Postmaster's House
31	Oilbox	The Pinned Castinets	1/6	The City Part II	Fish-Hawker's Market
32	Living a Lie	The Court of Montonessi	6/12	The City Part II	Baron's Way South (South Quarter)
33	Customs House Bridge	City Heritage Plaques	9/16	The City Part II	The Docks
34	The Siren's Rest	City Heritage Plaques	10/16	The City Part II	The Docks
35	South Quarter Sluices	City Heritage Plaques	11/16	Client Job 2: Happy Medium	Piss Alley
36	The Constant Lady	Whiteridge's Duty	2/6	Client Job 2: Happy Medium	Eelbiters Warehouse
37	The Talking Skull	Client Loot	4/8	Client Job 2: Happy Medium	Eelbiters Warehouse
38	Jewelwing	The Pinned Castinets	2/6	Chapter 3: Dirty Secrets	Warrens
39	Emerald Circle	Serendi Stone Circles	3/7	Chapter 3: Dirty Secrets	Upper Level
40	Ancient Figurine	Unique Loot	4/9	Chapter 3: Dirty Secrets	Forgotten Ruins
41	Stonemason's Memory	Memories of the Dead	2/6	Chapter 3: Dirty Secrets	Scriptorium
42	Ritual Book	Client Loot	5/8	Chapter 3: Dirty Secrets	Library Towers
43	The Observant Lady	Whiteridge's Duty	3/6	Client Job 3: Silence Is Golden	Oxheart Perry's Residence
44	The Grace of Insecurity	The Court of Montonessi	7/12	Client Job 3: Silence Is Golden	Oxheart Perry's Shop
45	The Voice Box	Client Loot	6/8	Client Job 3: Silence Is Golden	Oxheart Perry's Shop
46	Lapis Lazuli Circle	Serendi Stone Circles	4/7	Chapter 4: A Friend in Need	Passage
47	Morendrum Medal	Unique Loot	5/9	Chapter 4: A Friend in Need	First Floor
48	The Abundance of Emptiness	The Court of Montonessi	8/12	Chapter 4: A Friend in Need	Second Floor
49	Soldier's Memory	Memories of the Dead	3/6	Chapter 4: A Friend in Need	Engine Level
50	The Keep	City Heritage Plaques	12/16	Chapter 4: A Friend in Need	Engine Level
51	Shale Snake Bracelet	The Mortal Coils	4/6	Chapter 4: A Friend in Need	Safe Housing
52	What Is There Cannot Be Seen	The Court of Montonessi	9/12	Client Job 4: The Carnal Connoisseur	Collector's Lodge
53	Octopuss	Client Loot	7/8	Client Job 4: The Carnal Connoisseur	Collector's Vault
54	The Virtuous Lady	Whiteridge's Duty	4/6	Client Job 4: The Carnal Connoisseur	Collector's Vault
55	Moira Asylum	City Heritage Plaques	13/16	Chapter 5: The Forsaken	Grounds
56	The Repulsion of Civility	The Court of Montonessi	10/12	Chapter 5: The Forsaken	Men's Ward
57	Rose Brooch	Flowers Eternal	5/6	Chapter 5: The Forsaken	Women's Ward
58	Ivory Circle	Serendi Stone Circles	5/7	Chapter 5: The Forsaken	Treatment Center—Third Floor
59	Mechanical Eye	Unique Loot	6/9	Chapter 5: The Forsaken	Reformation
60	Child's Memory	Memories of the Dead	4/6	Chapter 5: The Forsaken	Reformation
61	Harlequin Bracelet	The Mortal Coils	5/6	The City Part V	Archie Maxwell's House
62	Archibauld Northcrest's Obelisk	City Heritage Plaques	14/16	The City Part V	Watch Station Plaza
63	The Golden Keep	Unique Loot	7/9	The City Part V	Ector's Emporium
64	Watch Station	City Heritage Plaques	15/16	Client Job 5: Sideshow Attraction	Watch Station Hall
65	The Porcelain Lady	Whiteridge's Duty	5/6	Client Job 5: Sideshow Attraction	Watch Station Lockers
66	Greater Ruststain	The Pinned Castinets	3/6	Chapter 6: A Man Apart	Courtyard
67	Elias Northcrest Statue	City Heritage Plaques	16/16	Chapter 6: A Man Apart	Courtyard
68	Heart of the Lion	Unique Loot	8/9	Chapter 6: A Man Apart	Second Floor
69	Sapphire Circle	Serendi Stone Circle	6/7	Chapter 6: A Man Apart	First Floor
70	The Married Spinster	The Court of Montonessi	11/12	Chapter 6: A Man Apart	Waiting Hall
71	Braggart's Memory	Memories of the Dead	5/6	Chapter 6: A Man Apart	The Baron's Laboratory
72	Iris Brooch	Flowers Eternal	6/6	The City Part VI	Jeb Chokes' Hideout
73	The Burnished Lady	Whiteridge's Duty	6/6	Client Job 6: Heartbroken	Clockwise's Residence
74	Automaton's Heart	Client Loot	8/8	Client Job 6: Heartbroken	Project Pendulum
75	Ghost Girl	The Pinned Castinets	4/6	The City Part VI	Muddler's Row
76	Dawn Gauzy	The Pinned Castinets	5/6	The City Part VI	Grandmauden
77	City Artifact	Unique Loot	9/9	Chapter 7: The Hidden City	Loading Docks Exterior
78	Bronzehead Bracelet	The Mortal Coils	6/6	Chapter 7: The Hidden City	Catacomb Passages
79	Elder's Memory	Memories of the Dead	6/6	Chapter 7: The Hidden City	Graven Lair
80	Amber Circle	Serendi Stone Circles	7/7	Chapter 7: The Hidden City	The Rotunda
81	Mourning Bell	The Pinned Castinets	6/6	Chapter 8: The Dawn's Light	Mine Tunnels
82	Compassion, Foul	The Court of Montonessi	12/12	Chapter 8: The Dawn's Light	Stowage Deck
83	Southrye's Watch	Bank Heist Loot	1/2	DLC Client Job: The Bank Heist	Main Vault
84	The Star of Auldale	Bank Heist Loot	2/2	DLC Client Job: The Bank Heist	Main Vault

Checklists

Documents

The following documents are all recorded in Garrett's Journal. Refer to the walkthrough for more detailed descriptions of how and where to find them.

Documents

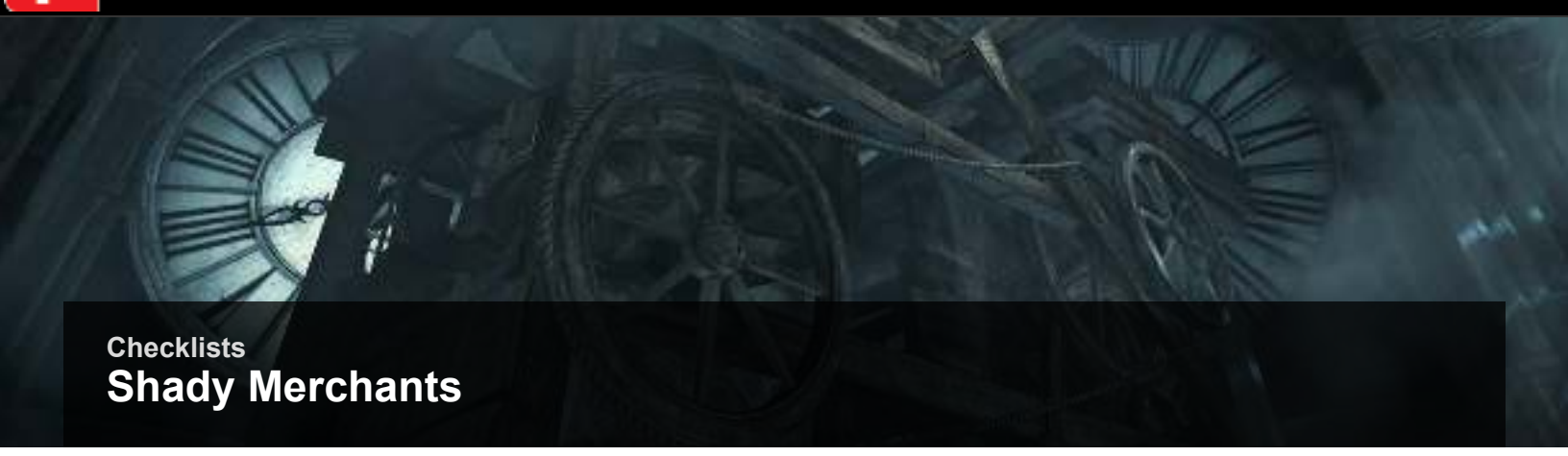
	Name	Type	Set Number	Chapter	Area
1	Voyeur's Diary	1/1	Prologue	Prologue	Voyeur's Apartment
2	The Benefits of Strict Curfew	1/13	Newspapers	Chapter 1: Lockdown	Enclosure
3	Lockdown Regulations	1/2	Chapter 1	Chapter 1: Lockdown	Traitorsgate
4	Clock Tower Stops Again!	2/13	Newspapers	Chapter 1: Lockdown	Underpass
5	Lyegrove's Letter	2/2	Chapter 1	Chapter 1: Lockdown	Serendi Jeweler's Cellar
6	Who Watches the Watch Hounds?	3/13	Newspapers	Chapter 1: Lockdown	Serendi Jeweler's Residence
7	Lockdown!	4/13	Newspapers	Chapter 1: Lockdown	Blackfurrow Alcove
8	Chapter 1	1/8	Chapter Recaps	Chapter 1: Lockdown	Chapter 1 Complete
9	New Instructions	1/33	Stonemarket	The City Part I	Watch Council Office
10	Traitorsgate Report	2/33	Stonemarket	The City Part I	Watch Council Office
11	Watch Report 3-498	3/33	Stonemarket	The City Part I	Watch Council Office
7*	Lockdown! (*duplicate)	4/13	Newspapers	The City Part I	Watch Council Office
12	Treason!	5/13	Newspapers	The City Part I	The Crippled Burrick
13	Northcrest Unbowed!	6/13	Newspapers	The City Part I	The Crippled Burrick
14	No Old Gods for the New City!	7/13	Newspapers	The City Part I	Chapel
15	Moira Release Letter	4/33	Stonemarket	The City Part I	Montonessi's Abode
16	Painting Order	5/33	Stonemarket	The City Part I	Montonessi's Abode
17	Smuggler's Map: Muddler's Row	6/33	Stonemarket	The City Part I	Blackfurrow
18	Smuggler's Map: Eel's End	1/14	South Quarter	The City Part I	Blackfurrow
4*	Clock Tower Stops Again! (*duplicate)	2/13	Newspapers	The City Part I	Blackfurrow
6*	Who Watches the Watch Hounds? (*duplicate)	3/13	Newspapers	The City Part I	Sick Willy's Town House
19	Letter to Sick Willy	7/33	Stonemarket	The City Part I	Slick Willy's Town House
20	Sick Willy's Register	8/33	Stonemarket	The City Part I	Slick Willy's Town House
21	Smuggler's Map: Blackfurrow	9/33	Stonemarket	The City Part I	Moorsditch
22	Bookbinder's Register	10/33	Stonemarket	The City Part I	Clock Tower Bookbinders
23	Manuscript	11/33	Stonemarket	The City Part I	Clock Tower Bookbinders
24	Miss Scarlett's Diary	12/33	Stonemarket	The City Part I	Miss Scarlett's Town House
25	Ector's Memoirs	1/21	Ector Client Jobs	The City Part I	Ector's Emporium

26	Ector's Letter to Clockwise	2/21	Ector Client Jobs	The City Part I	Ector's Emporium
27	Clockwise's Letter to Ector	3/21	Ector Client Jobs	The City Part I	Ector's Emporium
2*	The Benefits of Strict Curfew (*duplicate)	1/13	Newspapers	The City Part I	Troy's Apothecary
28	Last Warning Letter	13/33	Stonemarket	The City Part I	Baron's Way North (Stonemarket)
29	Bait and Switches 1	14/33	Stonemarket	The City Part I	Baron's Way North (Stonemarket)
30	Eelbiters Contract	4/21	Ector Client Jobs	Client Job: Hand Tailored	Alfonso's Residence
31	Engineer's Letter to Alfonso	5/21	Ector Client Jobs	Client Job: Hand Tailored	Alfonso's Residence
32	Alfonso's Register	6/21	Ector Client Jobs	Client Job: Hand Tailored	Alfonso's Shop
33	Alfonso's Workbook	7/21	Ector Client Jobs	Client Job: Hand Tailored	Alfonso's Shop
34	Coal Room Stash Note	1/9	Chapter 2	Chapter 2: Dust to Dust	Dust Yard
35	Transportation of Cadavers	2/9	Chapter 2	Chapter 2: Dust to Dust	Main Line Hall
36	Broken Glass	3/9	Chapter 2	Chapter 2: Dust to Dust	Main Line Hall
37	Break Spot	4/9	Chapter 2	Chapter 2: Dust to Dust	Manufacturing Area
38	Renovation Notice	5/9	Chapter 2	Chapter 2: Dust to Dust	Manufacturing Area
39	Cryptic Letter	6/9	Chapter 2	Chapter 2: Dust to Dust	Manufacturing Area
40	Off Limits	7/9	Chapter 2	Chapter 2: Dust to Dust	Manufacturing Area
41	Dead List	8/9	Chapter 2	Chapter 2: Dust to Dust	Manufacturing Area
42	Stripping Procedure	9/9	Chapter 2	Chapter 2: Dust to Dust	Furnace Hall
43	Chapter 2	2/8	Chapter Recaps	Chapter 2: Dust to Dust	Chapter 2 Complete
44	Bait and Switches 2	15/33	Stonemarket	The City Part II	Blackfurrow
45	Lady Christina's Will	16/33	Stonemarket	The City Part II	Leatherwood Furniture
46	Bait and Switches 3	17/33	Stonemarket	The City Part II	Baron's Way South (Stonemarket)
47	Sculptor's Diary	18/33	Stonemarket	The City Part II	Crowley and Sons
48	Tear-Soaked Diary	19/33	Stonemarket	The City Part II	Baron's Way South (Stonemarket)
49	Break-In!	8/13	Newspapers	The City Part II	Baron's Way South (Stonemarket)
50	John Tallow's Blacklist	20/33	Stonemarket	The City Part II	Yellowface's Office
51	Poem Fragment One	2/14	South Quarter	The City Part II	Poet's Abode
52	Poem Fragment Two	3/14	South Quarter	The City Part II	Poet's Abode
53	Poem Fragment Three	4/14	South Quarter	The City Part II	Poet's Abode
54	Beware of Over-Active Imaginations!	9/13	Newspapers	The City Part II	Poet's Abode
55	Poem Fragment Five	5/14	South Quarter	The City Part II	Poet's Abode
56	Poem Fragment Four	6/14	South Quarter	The City Part II	Poet's Abode
57	The Shady Vein	7/14	South Quarter	The City Part II	Sewers
58	The New Watch Laws and You!	10/13	Newspapers	The City Part II	Skinmarket
59	Watch Captain's Orders	8/14	South Quarter	The City Part II	Skinmarket
60	Literary Greatness Lost	11/13	Newspapers	The City Part II	Old Postmaster's House
59*	Watch Captain's Orders (*duplicate)	8/14	South Quarter	The City Part II	Watch Office
61	Carnival Boat High and Dry!	12/13	Newspapers	The City Part II	Fish-Hawker's Market
62	Turn Not to Protest!	13/13	Newspapers	The City Part II	Baron's Way South (South Quarter)
63	Ollie Widow's Letter	9/14	South Quarter	The City Part II	Eel's End
64	Coyle's Combination	1/4	Chapter 3	Chapter 3: Dirty Secrets	Upper Level
65	List of Constellations	2/4	Chapter 3	Chapter 3: Dirty Secrets	Upper Level
66	Strongbox Registry	3/4	Chapter 3	Chapter 3: Dirty Secrets	Upper Level
67	Madame Xiao-Xiao's Diary	4/4	Chapter 3	Chapter 3: Dirty Secrets	Upper Level
68	Chapter 3	3/8	Chapter Recaps	Chapter 3: Dirty Secrets	Chapter 3 Complete
69	Bill of Consignment	8/21	Ector Client Jobs	The City Part III	Baron's Way South (Stonemarket)
70	Red Blades' Orders	9/21	Ector Client Jobs	Client Job 3: Silence Is Golden	Butcher's Docks

71	Oxheart Perry's Notebook	10/21	Ector Client Jobs	Client Job 3: Silence Is Golden	Oxheart Perry's Residence
72	Oxheart Perry's Shop Register	11/21	Ector Client Jobs	Client Job 3: Silence Is Golden	Oxheart Perry's Shop
73	Madeline's Letter	1/6	Chapter 4	Chapter 4: A Friend in Need	First Floor
74	Miniature Keep	2/6	Chapter 4	Chapter 4: A Friend in Need	The Study
75	Keep Plans	3/6	Chapter 4	Chapter 4: A Friend in Need	The Study
76	Great Safe Combination	4/6	Chapter 4	Chapter 4: A Friend in Need	The Study
77	Prisoner List	5/6	Chapter 4	Chapter 4: A Friend in Need	Prison Level
78	Graven Letter	6/6	Chapter 4	Chapter 4: A Friend in Need	Prison Level
79	Chapter 4	4/8	Chapter Recaps	Chapter 4: A Friend in Need	Chapter 4 Complete
80	Levack's Debt Register	10/14	South Quarter	The City Part IV	Eddy Levack's Office
81	Little Lucy's Last Letter	11/14	South Quarter	The City Part IV	Little Lucy's Room
82	White Sail Goods Census	12/14	South Quarter	The City Part IV	Watch Office
83	Manservant's Diary	1/3	Vittori Client Jobs	Client Job 4: The Carnal Connoisseur	Collector's Lodge
84	Father's Testament	2/3	Vittori Client Jobs	Client Job 4: The Carnal Connoisseur	Collector's Lodge
85	Activity Log	1/42	Chapter 5	Chapter 5: The Forsaken	Lobby
86	Patient Admitted	2/42	Chapter 5	Chapter 5: The Forsaken	Lobby
87	Shower Vent Report	3/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
88	Absence	4/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
89	History, 2	5/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
90	History, 4	6/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
91	Room Numbers	7/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
92	The Archivist	8/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
93	Headaches	9/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
94	Report: Progress	10/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
95	Cache	11/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
96	Night Warden on Duty!	12/42	Chapter 5	Chapter 5: The Forsaken	Men's Ward
97	Ward Key Notice	13/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
98	Results	14/42	Chapter 5	Chapter 5: The Forsaken	Lobby
99	History, 1	15/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
100	Voices	16/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
101	Writing Materials	17/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
102	Mess Hall Disturbance	18/42	Chapter 5	Chapter 5: The Forsaken	Women's Dining Hall
103	Entertainment	19/42	Chapter 5	Chapter 5: The Forsaken	Women's Dining Hall
104	Lessons	20/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
105	Report: Patient #18	21/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
106	Heat and Cold Treatment	22/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
107	Aggression Again	23/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
108	Patient Notes	24/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
109	Patient Transfer	25/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
110	Reporter's Notes	26/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
111	History, 3	27/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
112	Huntfield's Illness	28/42	Chapter 5	Chapter 5: The Forsaken	Women's Ward
113	Confidentiality	29/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Main Building
114	Escape Note	30/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
115	Elevator Lock	31/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
116	Extracting the Primal	1/13	Baron Northcrest	Chapter 5: The Forsaken	Treatment Center—Third Floor
117	Sensory Deprivation	32/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor

118	Calibration	33/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
119	Transfer Request	34/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
120	Knocking in Pipes	35/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
121	Sterilization	36/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
122	Lobotomy Room	37/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
123	Hydrotherapy	38/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
124	Shock Therapy	39/42	Chapter 5	Chapter 5: The Forsaken	Treatment Center—Third Floor
125	Treasure	40/42	Chapter 5	Chapter 5: The Forsaken	Old Prison
126	Prison Rules	41/42	Chapter 5	Chapter 5: The Forsaken	Old Prison
127	Report: Aggression	42/42	Chapter 5	Chapter 5: The Forsaken	Reformation
128	Chapter 5	5/8	Chapter Recaps	Chapter 5: The Forsaken	Chapter 5 Complete
129	Archie Maxwell's Diary	21/33	Stonemarket	The City Part V	Archie Maxwell's House
130	Archie Maxwell's Notes	22/33	Stonemarket	The City Part V	Archie Maxwell's House
131	Hangman's Memoirs	23/33	Stonemarket	The City Part V	Hangman's Apartment
132	White Sail Captain's Notes	13/14	South Quarter	The City Part V	White Sail's Office
133	Register of Stolen Goods	24/33	Stonemarket	The City Part V	Watch Customs Office
134	Bait and Switches 4	25/33	Stonemarket	The City Part V	Market Street
135	Prison Register	3/3	Vittori Client Jobs	Client Job 5: Sideshow Attraction	Watch Station Hall
136	Manor Courtyard Map	1/12	Chapter 6	Chapter 6: A Man Apart	Courtyard
137	Guard's Letter	2/12	Chapter 6	Chapter 6: A Man Apart	Attic
138	The Awakened	2/13	Baron Northcrest	Chapter 6: A Man Apart	Second Floor
139	Vivian	3/13	Baron Northcrest	Chapter 6: A Man Apart	Second Floor
140	Steward's Letter	3/12	Chapter 6	Chapter 6: A Man Apart	Second Floor
141	Burnt Letter	4/12	Chapter 6	Chapter 6: A Man Apart	Second Floor
142	Sterility	4/13	Baron Northcrest	Chapter 6: A Man Apart	Second Floor
143	Reunited	5/13	Baron Northcrest	Chapter 6: A Man Apart	Second Floor
144	Manor Floor Plan	5/12	Chapter 6	Chapter 6: A Man Apart	Library
145	Coronation	6/13	Baron Northcrest	Chapter 6: A Man Apart	Library
146	Dismissal Notice	6/12	Chapter 6	Chapter 6: A Man Apart	First Floor
147	The Primal	7/13	Baron Northcrest	Chapter 6: A Man Apart	Library
148	Annabel's Note	7/12	Chapter 6	Chapter 6: A Man Apart	Library
149	The Tome	8/13	Baron Northcrest	Chapter 6: A Man Apart	First Floor
150	Eastwick's Letter	8/12	Chapter 6	Chapter 6: A Man Apart	First Floor
151	Deathbed Confessions	9/13	Baron Northcrest	Chapter 6: A Man Apart	Study Tower
152	Manor Duties	9/12	Chapter 6	Chapter 6: A Man Apart	Waiting Hall 2F (After the Graven Attack)
153	Loose Ends	10/13	Baron Northcrest	Chapter 6: A Man Apart	Waiting Hall 2F (After the Graven Attack)
154	Damaged Wing	10/12	Chapter 6	Chapter 6: A Man Apart	Waiting Hall
155	Lions of Industry	11/13	Baron Northcrest	Chapter 6: A Man Apart	The Baron's Laboratory
156	Reactor Limit	11/12	Chapter 6	Chapter 6: A Man Apart	The Baron's Laboratory
157	Swansong	12/13	Baron Northcrest	Chapter 6: A Man Apart	The Baron's Laboratory
158	Laboratory Repair Report	12/12	Chapter 6	Chapter 6: A Man Apart	The Baron's Laboratory
159	Progress	13/13	Baron Northcrest	Chapter 6: A Man Apart	The Baron's Laboratory
160	Chapter 6	6/8	Chapter Recaps	Chapter 6: A Man Apart	Chapter 6 Complete
161	Jeb Chokes' Notebook	14/14	South Quarter	The City Part VI	Jeb Chokes' Hideout
26*	Ector's Letter to Clockwise (*duplicate)	2/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
162	Engineer's Letter to Clockwise	12/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
163	Project Pendulum—Day 1	13/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence

164	Clockwise's Diary	14/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
165	Project Pendulum—Day 11	15/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
166	Treatise on the Voclid Spatial Theory	16/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
167	Project Pendulum—Day 6	17/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
168	Project Pendulum—Day 13	18/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Residence
169	Project Pendulum—Day 8	19/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Workshop
170	Treatise on the Theory of Time	20/21	Ector Client Jobs	Client Job 6: Heartbroken	Clockwise's Workshop
171	Clockwise's Confession	21/21	Ector Client Jobs	Client Job 6: Heartbroken	Project Pendulum
172	Closet Note	26/33	Stonemarket	The City Part VI	Muddler's Row
173	Candlewax Ritual Book	27/33	Stonemarket	The City Part VI	Muddler's Row
174	Wax Witch's Journal	28/33	Stonemarket	The City Part VI	Muddler's Row
175	Boris' Debt Register	29/33	Stonemarket	The City Part VI	Shinsworth Lane
176	Petty Thief Diary	30/33	Stonemarket	The City Part VI	Stumble Gate General Store
177	Sloop Recipe	31/33	Stonemarket	The City Part VI	Muddler's Row
178	Thief-Taker General's Order	32/33	Stonemarket	The City Part VI	Shemenov Blade & Filigree
179	Graven Notes	33/33	Stonemarket	The City Part VI	Grandmauden
180	Storehouse Note	1/4	Chapter 7	Chapter 7: The Hidden City	Courtyard
181	Smuggler's Letter	2/4	Chapter 7	Chapter 7: The Hidden City	Old Chapel
182	Storage Room	3/4	Chapter 7	Chapter 7: The Hidden City	Loading Docks Exterior
183	Scavenger's Note	4/4	Chapter 7	Chapter 7: The Hidden City	Loading Docks Interior
184	Chapter 7	7/8	Chapter Recaps	Chapter 7: The Hidden City	Chapter 7 Complete
185	Chapter 8	8/8	Chapter Recaps	Chapter 8: The Dawn's Light	Chapter 8 Complete
186	Mechanical Eyes	1/13	The Bank Heist	DLC Client Job: The Bank Heist	Upper Offices
187	The Burnt Emerald—Two	2/13	The Bank Heist	DLC Client Job: The Bank Heist	Upper Offices
188	Letter to Maunders	3/13	The Bank Heist	DLC Client Job: The Bank Heist	Upper Offices
189	Locker Number Reminder	4/13	The Bank Heist	DLC Client Job: The Bank Heist	Upper Offices
190	Ashes Letter	5/13	The Bank Heist	DLC Client Job: The Bank Heist	Upper Offices
191	The Burnt Emerald—Three	6/13	The Bank Heist	DLC Client Job: The Bank Heist	Lower Offices
192	Vault Repair Report	7/13	The Bank Heist	DLC Client Job: The Bank Heist	Lower Offices
193	The Burnt Emerald—One	8/13	The Bank Heist	DLC Client Job: The Bank Heist	Lower Offices
194	Southrye Legacy	9/13	The Bank Heist	DLC Client Job: The Bank Heist	Lower Offices
195	Vault Combination Note	10/13	The Bank Heist	DLC Client Job: The Bank Heist	Outer Vault
196	Vault Dial Note	11/13	The Bank Heist	DLC Client Job: The Bank Heist	Outer Vault
197	Audit	12/13	The Bank Heist	DLC Client Job: The Bank Heist	Main Vault
198	Letter to the Auditor	13/13	The Bank Heist	DLC Client Job: The Bank Heist	Main Vault



Checklists

Shady Merchants

Here's where you can find every merchant in the game, listed in the order in which you encounter them. We also provide the quick-reference lists of the items they sell.

Thieving Challenges

Location	Wares
The Crippled Burrick	Resources, tools, upgrades, trinkets
Baron's Way South (Stonemarket)	Resources
The Siren's Rest	Resources, tools, upgrades, trinkets
Chapter 4: A Friend in Need	Resources
Market Street	Resources
Muddler's Row	Resources
Chapter 7: The Hidden City	Resources
Chapter 8: The Dawn's Light	Resources

Shady Merchant Resources

Item	Cost	Available	Notes
Blunt Arrow	1 G	After Chapter 1	Ideal for stunning guards, triggering remote switches, shattering breakables, and creating distractions. Always keep some on hand.
Broadhead Arrow	15 G	After Chapter 1	Standard attack arrow. The "Predator" Playstyle's best friend. Aim for the head.
Choke Arrow	15 G	After Chapter 1	Releases a noxious gas on impact that momentarily incapacitates the target. Ideal for setting up takedowns or escapes.
Fire Arrow	20 G	After Chapter 1	Generates a small burst of flame on impact that can ignite flammable materials. Useful for Opportunists and invaluable against Freaks.
Rope Arrow	15 G	After Chapter 1	Stick these into anchor beams to lower ropes and reach new areas. Try to keep a full supply on hand.
Water Arrow	4 G	After Chapter 1	Releases a small burst of water on impact that douses torches, braziers, and other open flames. Very handy for all Playstyles.
Flash Bomb	25 G	After Chapter 1	Drop these at your feet to create a blinding flash that disorients nearby people, setting up takedowns or escapes. Handy for aggressive Predators and useful against Freaks.
Food	25 G	After Chapter 1	Restores about one-third of Garrett's health when consumed. Keep some with you at all times.
Poppy	35 G	After Chapter 1	Replenishes about one-third of Garrett's Focus energy when consumed. Pricey but invaluable if you enjoy using Focus.
Blast Arrow	140 G	After Chapter 4	Creates a large blast on impact that kills enemies, breaks objects, and ignites flammables. Can decimate small groups of threats. Expensive but worth it.
Sawtooth Arrow	50 G	After Chapter 4	Advanced version of the broadhead arrow. The arrowhead's serrated blades penetrate armor and are quite lethal. Another favorite of the Predator.

Shady Merchant Tools

Item	Cost	Available	Notes
Wrench	500 G	After Chapter 1	Handy tool used to open grates and remove bolted plaques. Buy one immediately.
Razor	250 G	After Chapter 2	Used to cut out collectible paintings from their frames. An important early purchase if you wish to find all of the collectibles in the game.
Wire Cutter	225 G	After Chapter 2	Invaluable tool that lets Garrett hack small control boxes. This can disable traps, open doors, and reveal secrets. Buy it without delay.

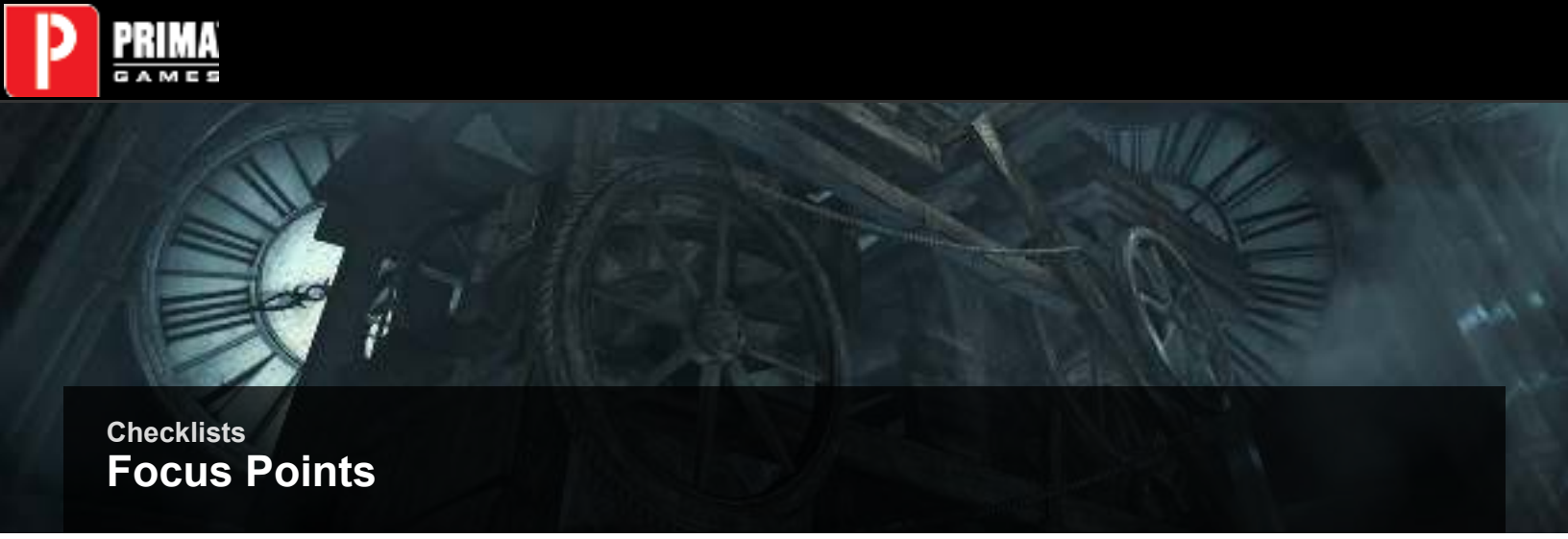
Shady Merchant Upgrades

Item	Cost*	Available*	Notes
Blackjack Damage	750 G; 1,750 G; 2,495 G	After Chapter 1, After Chapter 3, After Chapter 5	Increases the damage of Garrett's attacks in melee combat. Handy for aggressive Predators.
Bow Balancing	700 G; 1,800 G	After Chapter 1, After Chapter 3	Reduces aiming time with the bow, allowing for faster precision shots. Useful for stealth Predators.
Bow Shot Strength	900 G; 1,400 G; 2,600 G	After Chapter 1, After Chapter 3, After Chapter 5	Increases the amount of damage dealt with arrows. Great for stealth Predators.
Leather Hardening	750 G; 1,450 G	After Chapter 1, After Chapter 3	Reduces the amount of damage Garrett suffers from all forms of attack, including melee blows, arrows, throwing darts, traps, and fire. Excel
Lockpick Quality	150 G, 420 G	After Chapter 1, After Chapter 1	Increases lockpicking sensitivity, helping you find the pins' sweet spots more easily. Useful for all Playstyles.
Quiver Capacity	600 G; 2,500 G	After Chapter 1, After Chapter 1	Increases the amount of arrows Garrett can carry in his quiver. Great for stealth Predators.
Leather Oil	1,400 G	After Chapter 2	Enables Garrett to move more silently across noisy surfaces. Useful for Ghosts and Opportunists.
Leather Padding	500 G	After Chapter 1	Allows Garrett to fall from greater heights without suffering damage.

* Most upgrades feature several "tiers." The costs and availability shown here reflect the price and availability for each individual upgrade.

Shady Merchant Trinkets

Item	Cost	Available	Notes
Basso's Bond	750 G	After Chapter 1	Reduces the cost of shady merchant resources by 25 percent.
Crosswind Medallion	140 G	After Chapter 1	Reduces the chance of being hit by enemy projectiles, including arrows and throwing darts. Good for aggressive Predators.
Embersage Oil	170 G	After Chapter 1	Reduces the amount of damage suffered from fire and traps.
Grinning Salt	375 G	After Chapter 1	Food items restore more of Garrett's health when consumed. Great for aggressive Predators.
Moss Quiver	325 G	After Chapter 1	Broadhead and sawtooth arrows produce no sound on impact. Ideal for stealth Predators.
Troy's Satchel	1,299 G	After Chapter 1	Increases Garrett's carrying capacity of poppies and food by two (allowing him to carry seven of each). Great for aggressive Predators.
Lucky Coin	290 G	After Chapter 2	Increases Garrett's maximum Focus energy.
Doctor's Orders	155 G	After Chapter 3	Poppies restore more of Garrett's Focus energy when consumed.
Warm Vest	385 G	After Chapter 3	Increases Garrett's maximum health. Great for aggressive Predators.
Blackwing Feathers	3,500 G	After Chapter 4	Increases the damage inflicted by broadhead and sawtooth arrows. Great for Predators.
Ovengut Tonic Water	9,800 G	After Chapter 4	Increases maximum health and Focus energy.
Spectral Aspect	28,000 G	After Chapter 6	Greatly reduces the chances of begin seen by enemies.
Worldslayer	28,000 G	After Chapter 6	Massively increases maximum health and Focus energy.



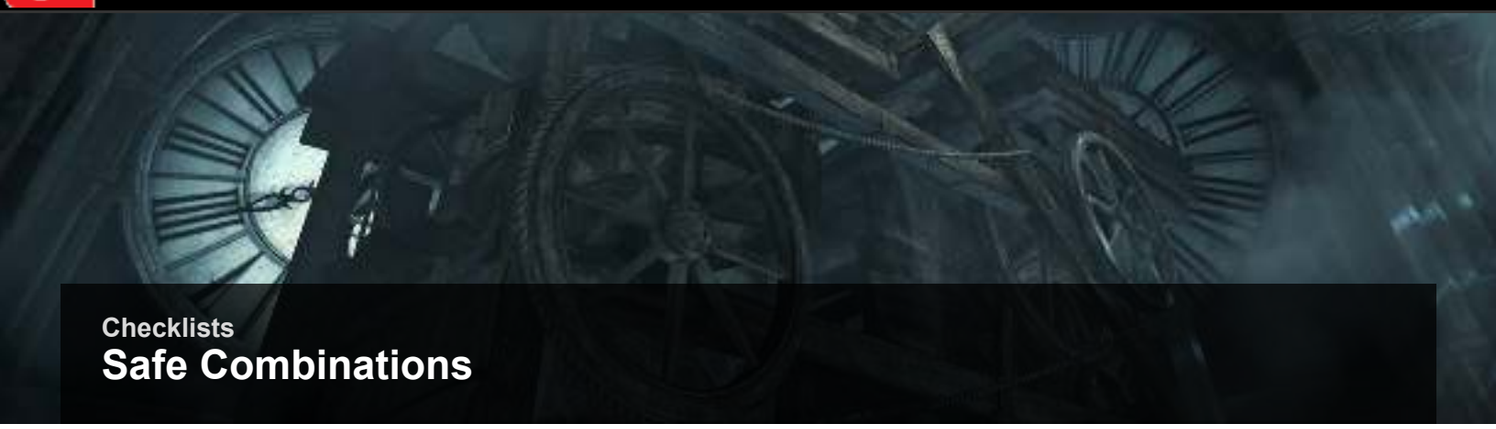
Checklists

Focus Points

A handful of free Focus points can be found in the adventure and therefore do not need to be purchased from the Queen of Beggars. Some of these are awarded as you progress through the game; others must be discovered by seeking out rare, glowing Focus symbols etched on walls in secret areas. Use the following list to ensure you track them all down.

Free Focus Points

Location	Notes
The City: South Quarter District	While exploring the Fish-Hawker's Market area, enter the secret tavern. The Focus symbol is behind the bar.
Chapter 3: Dirty Secrets	Find the secret trigger book in the Scriptorium area to access a hidden side room with a Focus symbol.
Chapter 4: A Friend in Need	Obtained near the end of the chapter as part of the story.
Chapter 5: The Forsaken	Check the dark nook at the bottom of the Old Prison's stairwell to find the Focus symbol just before you enter the Reformation area.
Chapter 6: A Man Apart	Obtained near the end of the chapter as part of the story.
Chapter 7: The Hidden City	Obtained near the end of the chapter as part of the story.



Checklists

Safe Combinations

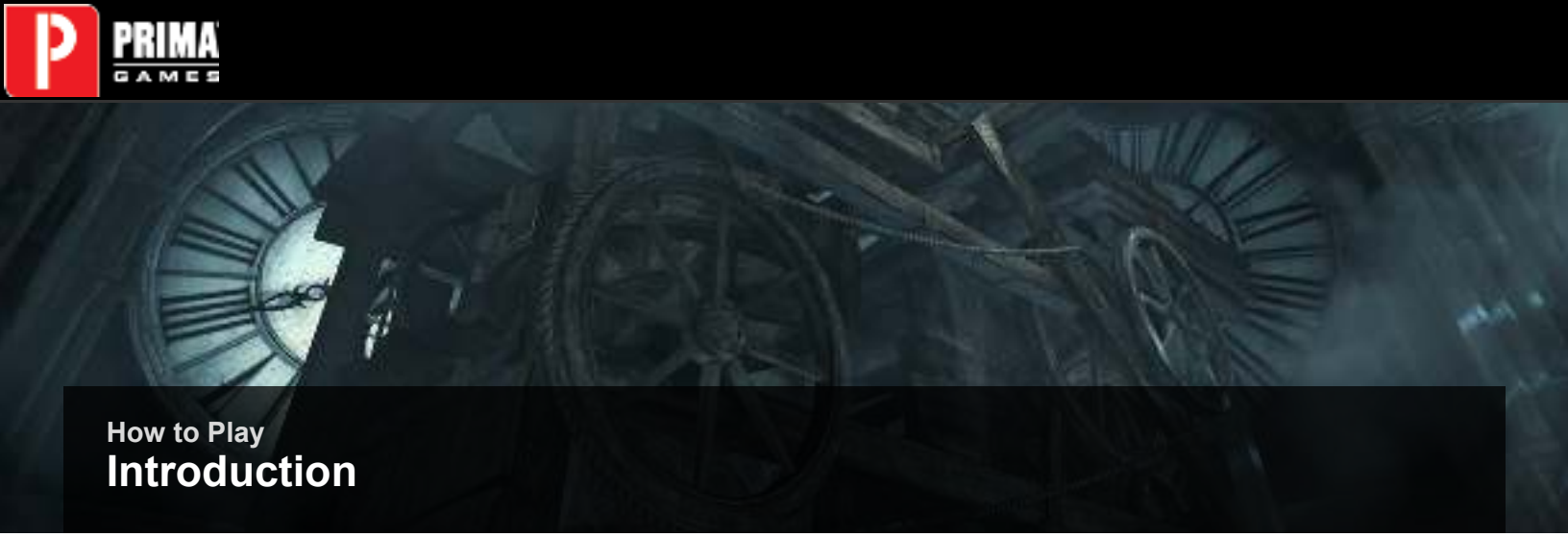
BEST OF PRIMA GAMES - 2021

This list of safe combinations for Thief is one of the most popular pages in 2021. We spill all the secrets!

This final list reveals the proper combos to every combination safe in the game.

Safe Combinations

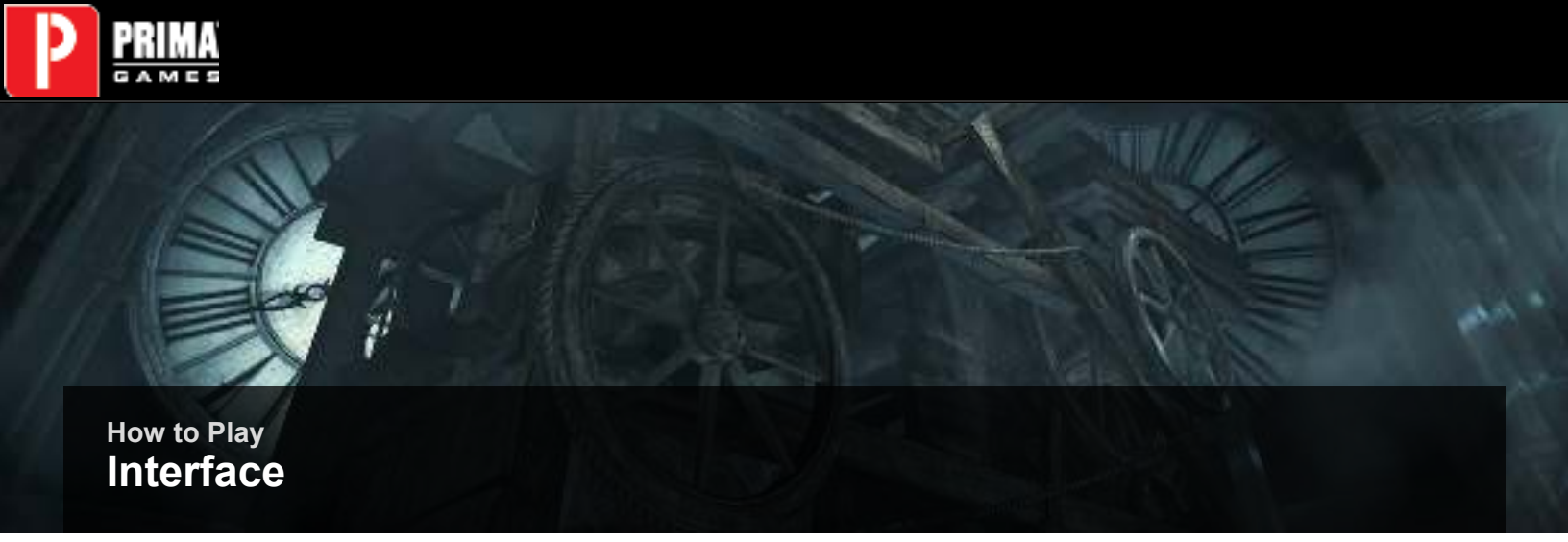
Chapter	Area	Combination
Chapter 1: Lockdown	Serendi Jeweler's Cellar	7, 3, 9
The City Part I	Miss Scarlett's Town House	8, 2, 4.
Chapter 2: Dust to Dust	Workshop	3, 1, 4
The City Part II	Baron's Way South (South Quarter)	8, 4, 2
Chapter 3: Dirty Secrets	Upper Level	5, 7, 3
Chapter 4: A Friend in Need	Safe Chamber	3, 1, 9
Chapter 4: A Friend in Need	Safe Housing	0, 1, 8
Client Job 4: The Carnal Connoisseur	Wine Cellar	8, 1, 2
Chapter 5: The Forsaken	Treatment Center—Third Floor	7, 3, 1
The City Part V	Archie Maxwell's House	7, 7, 6
Chapter 6: A Man Apart	First Floor	8, 8, 9
Chapter 6: A Man Apart	Waiting Hall	0, 1, 7
Chapter 7: The Hidden City	Loading Docks Interior	6, 7, 3
DLC Client Job: The Bank Heist	Outer Vault	6, 3, 2



How to Play

Introduction

As a professional thief, Garrett finds himself in all sorts of sticky situations—but with great risk comes great reward. Give this chapter a thorough read and you'll be ready for anything. From stealth tactics to combat training, this chapter covers all aspects of *Thief* gameplay.



How to Play
Interface

With so much action occurring in Garrett's world, it's helpful to have a firm grasp on the many common indicators and HUD (heads-up display) elements that can appear onscreen.

Light Gem: The Light Gem indicates whether or not Garrett is standing in light or darkness. Rely on this vital HUD element to determine whether Garrett is easily visible to enemies or cloaked in shadow.

Health and Focus: Garrett's current health and Focus energy are measured by the two curved meters near the Light Gem. These meters shrink as Garrett suffers damage and employs his innate Focus ability. Food items restore Garrett's health, while poppies replenish his Focus. Read on to learn more about restoring Garrett's health and using Focus.

Area Name: The name of the current area appears here whenever Garrett moves from one area to another. This helps you keep track of where you've been and where you're going. The walkthrough refers to these in-game area names to help you keep your bearings. To verify the name of the current area, call up the Journal and select the "View Map" option (read on for details).

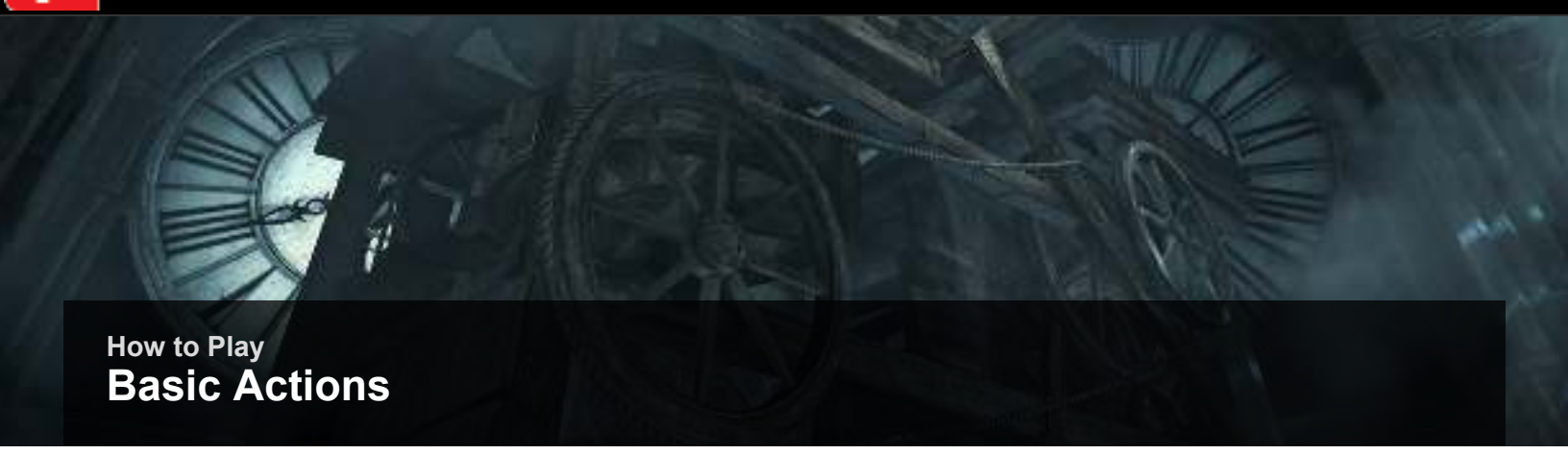
Objective Marker: Garrett is a man of purpose and almost always has an objective to fulfill. It could be a precious bauble that he must steal or a certain location that he intends to reach. Whatever his objective, this onscreen indicator points toward its location, helping Garrett track it down. Open the Journal to discover details about the current objective.

Minimap: The minimap is a useful tool that helps keep you oriented. Visit the Options menu to either let the minimap rotate as you move or lock it in place so that north is always "up." If you need a more complete view of your surroundings, open the Journal to view the complete map of the current location.

Threat Icons: These icons appear whenever a person begins to take notice of Garrett. Threat Icons are dynamic and change in real time to indicate a person's current state of awareness toward Garrett. When no status icon is present, the person is completely unaware of Garrett. The following table details the various status icons and their meanings.

Weapon & Ammo: This indicates the current weapon you have equipped (arrows, throwable, or flash bomb) and the amount of ammo you have left for that weapon.

Threat Icon	Status	Details
	Unaware	This icon appears when a person begins to take notice of Garrett. The eye slowly fills with white coloring, and if it becomes solid white, the person becomes curious.
	Curious	People become curious if they believe they've seen something move in the shadows or if Garrett makes an unexpected but soft or distant noise. The more pips you see above the eye icon, the greater the person's curiosity. Curious people will walk over and inspect the disturbance without much suspicion. Making people curious is a useful tactic for luring guards away from their posts and has no effect on your end-of-mission Playstyle (read on for details).
	Suspicious	If a person's curiosity continues to grow, they'll eventually become suspicious. Striking a person with a nonlethal projectile or making loud noises close to a person will instantly raise their suspicions. Suspicious people believe there's a prowler about, but they have no actual proof and haven't yet detected Garrett. Suspicious persons will search the environment more swiftly and thoroughly than curious persons, opening cabinets in which Garrett can hide. Raising suspicions is a tracked stat, but it won't affect your end-of-missing Playstyle.
	Cautious	If a person's suspicions are confirmed by a second noise or nonlethal projectile attack, they'll become cautious. This state is very similar to the suspicious state, but the person's movements are more swift and unpredictable. Making people cautious does not affect your Playstyle.
	Alarmed	If a person discovers proof of an intruder, such as an unconscious or dead body, they become alarmed. This state is very similar to the cautious state, and your Playstyle rating is not affected. This is the highest threat level that a noncombative person can reach.
	Alerted	This icon appears when a person has detected Garrett—a worst-case scenario. Alerted guards will chase after Garrett, hunting him down without mercy. It's fight or flight once you see this Threat Icon. Flee to a dark, remote location, or take a stand and battle the threat directly. Being detected isn't the end of the world, but it does cause you to fail certain Thieving Challenges and will lower your chances at achieving the "Ghost" Playstyle (read on for details).



How to Play
Basic Actions

Before we get to the good stuff, let's first review some of the most basic actions Garrett can perform.

Interacting

Garrett can interact with just about everything in his environment. Approach any object that seems interesting, and if Garrett can use it, an action prompt will appear. Common interactions include opening doors and snatching up valuables. Garrett is a thief, after all.

Tip

Use Focus to identify objects with which Garrett can interact.

Observing

Occasionally, you'll be prompted to observe something important in Garrett's surroundings. It could be a group of guards having an interesting conversation or a remote objective. Whenever the "Observe" prompt appears onscreen, be sure to have a look.

Running

Press and hold the Run/Climb/Jump button to make Garrett sprint through his environment. Garrett automatically vaults obstacles, leaps gaps, and scales heights while running. However, running creates more noise than walking, and Garrett is easier to spot while moving at this speed. Avoid running unless it's absolutely necessary, such as when being pursued by guards.

Climbing

Garrett can scale ropes and ladders and can climb onto just about any object that has a flat surface upon which he can stand. This includes walls, crates, pipes, and wooden beams. If you think you can climb an object, approach it and tap the Run/Climb/Jump button to give it a try.

Tip

Important climbable objects commonly feature telltale scuff marks that help you identify them.

Higher walls can also be scaled with the aid of the claw, a special tool that Garrett acquires at the end of the Prologue. Look for distinct metal grates that provide purchase for the claw, then tap the Run/Climb/Jump button to rise up to higher ground. You can also use the claw to reach high ladders, even when no metal grates are about.

Jumping

Garrett can also leap across short gaps using the Run/Climb/Jump button. This can allow him to, say, jump between neighboring rooftops. If you see a surface that looks close enough for Garrett to reach, try jumping and see if he can clear the distance. Just beware of long falls—even the most nimble of thieves is susceptible to gravity.

Tip

Wooden ramps often indicate places where you can perform long jumps.

Stealth

Now that we've covered the basics, let's delve into the area in which Garrett truly shines. This section teaches you how to maneuver through Garrett's world without leaving a trace.

Light and Dark

Light is a thief's worst enemy while darkness is his greatest ally. By keeping to the shadows, Garrett can move right past even the most attentive patrol without being noticed. By contrast, Garrett is easily spotted when moving through light, even by distant persons. When plotting your course through an area, always look for darkness that Garrett can exploit.

Creating Darkness

Some areas are just too well lit for Garrett to risk moving through. In these situations, look for opportunities to turn out the lights.

Snuffing Candles

Though they produce little light, even the tiniest of candles can give Garrett away. Fortunately, candles are the easiest lights to deal with. Approach one, and you'll be prompted to snuff it out with a pinch of Garrett's fingers.

Extinguishing Flames

The larger flames of torches, braziers, and open fires aren't so easily quelled. Garrett must use valuable water arrows to extinguish these larger blazes. Strike an open flame with a water arrow, and it quickly goes out. This often causes nearby guards to become curious; inspect the torch, brazier, or fire, and relight it. During this time, Garrett can opt to slip past the guards, pick their pockets, or knock them out from behind.

Light Switches

The invention of the lightbulb has made life challenging for the humble thief, but even electric lights can be put out in some cases. Look for light switches on walls, and press them to shut off the surrounding lights. Again, this may cause nearby guards to become curious; inspect the light switch, and turn the lights back on. Light switches can also be triggered from afar with blunt arrows, but doing so causes a louder sound that may cause nearby guards to become suspicious instead of merely curious.

Peeking and Leaning

The seasoned thief searches his environment thoroughly before making his move. By moving close to the edge of a wall, crate, or similar object, Garrett is prompted to peek around the edge, scouting whatever may be ahead.

While peeking, Garrett can opt to lean out for a better view. If there's another wall or crate nearby in the direction that Garrett is leaning, he'll have the option of changing his cover by darting over to that neighboring object. As long as he's careful, Garrett is unlikely to be noticed while swiftly changing cover.

> **Note**
>
> You might think that Garrett is more visible while peeking and leaning, but such is not the case. As long as he remains hidden in the shadows, Garrett is just as difficult to detect while peeking and leaning as he is when simply hiding in the shadows. Therefore, never feel it isn't safe to sneak a peek.

Silent Movements

Remaining hidden is only half of the stealth game—keeping quiet is equally vital. Even if Garrett is completely hidden from view, nearby guards may become curious or even suspicious if he makes too much noise. Fortunately, Garrett is well versed in the art of silence.

Crouching and Sneaking

Garrett makes little noise while walking, but even less while sneaking. Crouch and then move to sneak. Sneaking has the added benefit of making Garrett more difficult to spot. Unless you have good reason to stand up and walk, remain crouched and sneak around to create as little noise as possible.

Swooping

Whether standing or sneaking, Garrett can perform a swift, silent dash known as a swoop. Swooping allows Garrett to quickly cover short distances without being noticed, for the master thief appears as little more than a shadowy blur. This vital move can hasten Garrett's approach toward unwary guards, and it allows him to dart from shadow to shadow without being seen. Whenever you need to get somewhere quickly and quietly, swoop.

Terrain Effects

Every self-respecting thief wears padded shoes that muffle their footfalls, and Garrett has no shortage of self-respect. Still, even the most softly padded footwear will create sound if one foolishly moves too quickly over noisy surfaces. Carpet and stone are unlikely to produce much sound when traversed, but wooden boards may creak and groan under Garrett's weight. Crossing shallow water is also quite noisy if you don't sneak very slowly. Consider the terrain carefully before you cross, and whenever you're in doubt, sneak.

Broken Glass

Crossing shards of glass won't harm Garrett, but it can produce unwanted noise. There's almost always some way to avoid broken glass, so take a close look at your surroundings and see if you can devise an alternate route. If you absolutely must cross broken glass, crouch and sneak as slowly as possible to soften the sound.

Breakable Objects

Breakable objects, such as glass bottles and ceramic vases, are a ubiquitous threat. Garrett's scrambling into such objects may cause them to shatter, raising the curiosity or suspicions of nearby guards. Of course, Garrett can pick up and throw (or shatter with his blackjack) many of these same objects to create useful distractions that can lure guards out of your path or into the shadows, where no one will witness their demise.

Birds and Dogs

Animals are no friend to the thief (aside from Basso's raven, Jennvere, of course). Caged birds will stir if Garrett makes too much noise, bumps into their cages, or if he makes any sudden movements near them, such as swooping, running, or even walking too fast. Stirring up birds causes Garrett to become detected, ruining his chances at certain Thieving Challenges. Worse, riled birds can rouse their owners' curiosity and suspicions. Sneak to ensure you don't startle caged birds, or set them up intentionally to create a distraction.

Caged dogs are even more bothersome. Should their keen eyes pick up Garrett's unfamiliar form, dogs will begin to growl. If Garrett isn't quick to retreat, dogs will soon bark, raising the suspicions of their masters. Keep well away from dogs, and if you must sneak past them, try to do so from behind to reduce the chances of being seen.

> **Tip**
>
> You can slay birds and dogs with arrows from afar, but their owners are likely to notice their carcasses and become alarmed.

Stealth Takedowns

Stealth has its advantages, the most beneficial (and fun) being stealth takedowns. Sneak up behind a victim and tap the Melee Attack/Takedown button to knock them out with a swing of Garrett's blackjack. Performing a stealth takedown does not kill the victim, but merely knocks them unconscious for the duration of the mission. Each stealth takedown you perform increases your chances of earning the "Opportunist" Playstyle.

> **Tip**
>
> Hold the Melee Attack/Takedown button to instantly grab the victim after performing a stealth takedown. This causes Garrett to automatically loot the body and sets him up for immediate body disposal.

Aerial Takedowns

Another form of takedown involves dropping down on the victim from above. Garrett can perform these stealth takedowns by perching above an unwary target from a significant height. Look for opportunities to perform these exciting takedowns. Each aerial takedown you execute increases your chances of earning the "Predator" Playstyle.

> **Caution**
>
> Stealth takedowns are not silent; aerial takedowns are even louder. Nearby guards will hear the struggle, so it's important to single out lone targets first and split up pairs of guards by creating distractions.

> **Tip**
>
> Once you reach a high vantage, set up aerial takedowns by luring guards beneath you with throwables or blunt arrows.

Opportunist Takedowns

By exploiting his environment, Garrett can achieve a variety of clever takedowns. Though each of these takedowns results in the victim's death, they all increase your chances of earning the "Opportunist" Playstyle due to their ingenuity. In addition, these noisy takedowns are almost certain to draw the attention of nearby guards.

> **Tip**
>
> Use Focus to identify objects that you can use for opportunist takedowns and throwables and blunt arrows to lure victims into harm's way.

Explosive Barrels

Most barrels are nonviolent, but those special, reddish barrels are filled with explosive substances. Loose a fire or blunt arrow into these barrels, then sit back and enjoy the fireworks. The blast radius is quite large, but it's best to wait until the victim(s) are right near the barrel to ensure fatalities.

Flammable Liquids

Whenever you see explosive barrels, there's usually an oil or kerosene spill nearby. These flammable spills can also be found on their own when no barrels are present. Use a fire or blast arrow to ignite the liquid when threats walk through it, and they'll be set ablaze. After several agonizing seconds, the helpless victim collapses, dead.

Hanging Objects

Heads-up: Garrett can use blunt arrows to knock down hanging objects, potentially crushing unsuspecting victims. Such objects include hanging crates, boards, and even chandeliers. Use Focus to identify the object's hinge, then send it crashing down.

Volatile Valves

On rare occasions, Garrett can use blunt arrows to shatter pressurized valves. Depending on the substance flowing inside the pipe, this can result in a burst of flame that kills the victim or a jet of gas that briefly stuns them. It's great fun either way.

Headshots

Scoring a headshot on a victim results in a clean kill that won't draw attention—that is, unless someone hears or sees the murder. Headshots are about as silent as stealth takedowns, and they have the added advantage of eliminating threats from afar, with little risk of being detected. Broadhead and sawtooth arrows are ideal for scoring headshots.

Sadly, most guards are smart enough to wear helmets that protect their skulls. To execute a headshot on a helmeted guard, aim for the face or throat. If you strike the helmet, the guard will merely be stunned. Naturally, headshots kill the victim and therefore increase your chances at earning the "Predator" Playstyle.

> **Tip**
>
> True headhunters should purchase the "moss quiver" trinket, which causes broadhead and sawtooth arrows to produce no sound on impact, further assuring silent kills. See the following "Shady Merchants" section for details.

Hiding Bodies

Should a guard notice a fallen comrade, they'll immediately become alarmed, and a thorough search of their surroundings will ensue. It is therefore wise to conceal the bodies of Garrett's victims after performing a kill or knockout.

Approach a fallen body and hold the Interact button to pick it up. Now you're ready to hide it somewhere. Carry the body into the shadows where no one will see it, then either press the Interact button to toss it to the ground or press the Cancel button to gently set it down. A true pro, Garrett automatically loots any body he picks up (though this does not count as picking a pocket).

Escaping Detection

Sometimes things don't go as planned. If Garrett slips up and is detected by guards, he'll be forced to either fight his adversaries or flee to safety. The former option is covered later in this chapter; the latter is discussed here.

Hiding in Cabinets

If guards are merely curious or even simply headed Garrett's way as part of their normal patrol route, then cabinets make for excellent hiding places. Curious guards won't bother searching them, and neither will guards on their normal patrols. Look to exploit cabinets whenever possible—hide in them and wait for guards to walk past, then slip out and advance before they return. As a bonus, your progress is saved whenever you enter a cabinet (unless guards are currently searching the premises).

Once hidden inside a cabinet, you have the option of exiting quietly or barging out. The latter is useful if a guard is about to search the cabinet, for it will surprise the guard, letting you take the advantage in combat or flee to a new hiding spot.

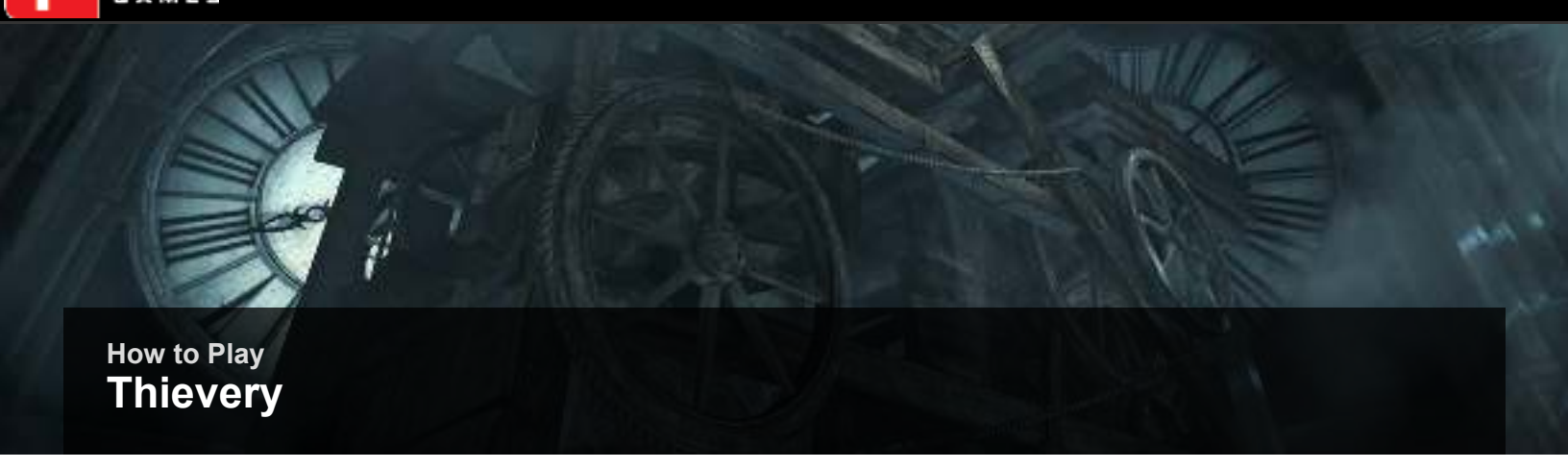
Fleeing to Higher Ground

When hiding spaces aren't available, fleeing to higher ground is a sound backup plan. Look for tall walls that only Garrett can climb with his claw, and scamper up to safety. Guards will throw darts or fire arrows at you, so retreat out of range and remain hidden until they lose interest and resume their patrols. If you're feeling particularly vengeful, move into position for an aerial takedown after they've lost track of you.

Ducking into Crawl Spaces

Crawl spaces also serve as excellent hiding places, for no guard will think to enter or search them. Duck into a crawl space when you're being pursued, then simply wait for the guards to lose interest. You may need to retreat into the crawl space a bit for this to occur.

> **Caution**
>
> When alerted guards are on the prowl, you cannot enter vent-covered crawl spaces that require the wrench tool to open.



How to Play
Thievery

Now that you've learned how to slink about with the best of them, the time has come to master the fine art of thieving.

Using Focus

After the Prologue, Garrett gains the ability to use Focus. By engaging Focus, objects of interest and value become clearly visible, helping you discover everything of use or worth in the area. This includes objects with which Garrett can interact, such as cabinets, ladders, and drawers, along with precious, precious loot. When using Focus...

• Loot and objects of interest glow blue.

• Threats and traps glow red.

Using Focus consumes Garrett's limited supply of Focus energy, so engage it sparingly. First, search the area with the naked eye and grab everything you see, then briefly engage Focus to ensure you haven't missed anything. Should Garrett run out of Focus, consuming a poppy will restore it. Open Garrett's inventory to see how many poppies he's carrying and consume one if you like.

Note

Later in the adventure, Garrett gains the ability to upgrade his Focus abilities. Flip ahead to the "Focus Abilities" section for complete details.

Prying Windows

The most precious valuables are often hidden indoors, and Garrett has many methods of breaking and entering. One method involves prying open windows. Such windows feature soft light that shines through the sill and can be easily identified with Focus.

Approach a window and see if Garrett can pry it open. Ensure that no one is watching, then go about the illicit act. Not every window can be pried open.

Caution

Garrett cannot pause to pry open windows while alerted guards are in pursuit.

Searching Drawers

Many loot items lie around for the taking, but others are kept inside of drawers, cabinets, chests, and so on. Open every compartment you see, using Focus to ensure you haven't missed any. Once you've searched a drawer, cabinet, or the like, it no longer glows blue with Focus.

Picking Locks

If a chest, drawer, or cabinet is locked, you know there's something good inside. Locks come in all shapes and sizes, but the most common are simple tumbler locks. These are short work for Garrett; inspect them and the master thief will whip out his lockpicks, ready to work.

Picking a tumbler lock is easy; just search for each pin's sweet spot, locking each pin into position. The more pins a tumbler lock features, the more challenging it is to find their sweet spots. Picking a difficult tumbler lock takes time, so ensure that no one will spot you in the process. Certain upgrades and Focus abilities can hasten the process (read on for details).

Combination Locks

Combination locks are commonly found on wall safes, and they cannot be picked. Discovering the correct combination is the only way to open these advanced locks. Clues are usually found nearby, so search the area for documents or cleverly hidden numerical values. In a pinch, consult the walkthrough to discover the combinations to every lock in the game.

Special Locks

Some locks are even more advanced than combination locks, requiring special means to open. This could involve solving some sort of puzzle or discovering a unique key. Every lock can be opened, so don't give up. The more challenging the lock, the more worthy the reward.

Hidden Switches

Hidden switches come in all shapes and sizes, and they all have one thing in common: They help you discover important secrets and precious valuables.

For example, wall safes are commonly concealed behind paintings. To access these hidden safes, you must first find one or more switches hidden around the painting's frame. Use Focus to identify suspicious paintings, then inspect them to begin searching for their hidden switches. The process is much the same as picking a lock: feel around the frame for the switches, pressing each one when you find it. Once you've pressed all switches, the painting slides away, exposing the safe (or whatever else might be behind it).

Some switches are disguised as unassuming books on bookshelves. Slide your hand across the books in search of the hidden trigger book, then pull it to create a beneficial change in the environment.

Other switches are simply hidden in Garrett's surroundings. It could be a small notch on a barrel, a little button on a desk, or a loose brick in the wall. These subtle switches can be tough to spot, so use Focus to ensure you don't miss them.

Picking Pockets

Thieves needn't resort to violence when it comes to relieving people of their valuables. Sneak up behind a person unnoticed, and you'll be prompted to lift their coin purse (or any other valuables they might be carrying). Do so quickly, then quietly retreat with your haul. Or simply knock out the target afterward.

Some people carry multiple coin purses, and each one must be lifted individually—unless you possess the "Dexterity" Focus ability. Other people possess unique treasures, such as earrings, or even vital items needed for advancement, like keys. Not everyone has something to steal, though. If you don't see a coin purse or similar sparkly object hanging from a person's belt or earlobes, it's a safe bet that they're broke.

Note

Picking pockets is a tracked stat, but it doesn't affect your Playstyle. You only get credit for picking pockets if you do so before knocking out or killing the victim.

Tip

Upgrade the "Dexterity" Focus ability, and you can quickly pickpocket multiple items from a single person, placing you at less risk of being detected.

How to Play

Tools of the Trade

A thief's tools can be just as important as his wits. Let's explore the many different weapons and gadgets at Garrett's disposal.

Using the Bow

Garrett's powerful bow is a marvel of modern design. It collapses for easy storage and springs to readiness at a moment's notice. Tap the Use Bow button to ready the weapon, hold the button to aim, and release the button to fire. The longer you hold the Use Bow button, the more precise Garrett's targeting reticle becomes—look for the reticle to animate or gain crosshairs to ensure that your aim is true. Just don't hold the button for too long, or the reticle will begin to expand again, indicating that Garrett is losing focus. If you miss your window or decide not to fire, press the Cancel button to quit aiming. Press the button again to store the crossbow.

The crossbow can fire a variety of arrows, each with their own special uses and benefits. The following table details each type of arrow that Garrett can acquire.

Arrow Types

Arrow	Max. Carry (Default)	Description
Blast Arrows	3	These arrows create a large explosion on impact, shattering breakable objects, detonating explosive barrels, igniting kerosene spills, and killing guards. They can't be acquired until you've advanced to "Chapter 4: A Friend in Need."
Blunt Arrows	15	These arrows have no arrowhead and therefore inflict little damage. Use them to hit distant switches or ladder cranks, or fire them at surfaces to create noise and distract guards. Hit a guard in the head to stun him for a brief time.
Broadhead Arrows	5	These arrows feature a sharp arrowhead and are intended to wound and kill Garrett's adversaries from afar. Score a headshot, and the victim will be instantly and silently killed. (Aim for the face/throat area if the target wears a helmet.)
Choke Arrows	5	These arrows release a cloud of noxious gas on impact, temporarily choking the victim and rendering them helpless for a brief time. This can allow Garrett to slip past the target or take them out with less effort. Victims of choke arrows become instantly suspicious. Choke arrows can also extinguish open flame light sources, just like water arrows, and will knockout caged birds and dogs.
Fire Arrows	10	These arrows create a small, fiery explosion on impact. They won't set people on fire, but they can ignite flammable objects, such as explosive barrels or pools of kerosene. Use Focus to spot flammable objects in the area, then look for opportunities to ignite them with fire arrows. This can create a distraction or burn up Garrett's adversaries, killing them.
Rope Arrows	5	These arrows have long ropes attached to them. Fire them at anchor beams, and Garrett will be able to climb the rope afterward to reach higher ground. Anchor beams can be easily identified with Focus.
Sawtooth Arrows	3	These arrows have a sharp, serrated arrowhead, helping them penetrate armor and inflict lethal damage. Use them to gravely wound or slay distant threats.
Water Arrows	10	These arrows release a small burst of water on impact. Use them to douse open flames, such as torches, braziers, and fires, so that you may sneak through the darkness unseen. Beware that guards become curious when a nearby flame is doused and often move to relight it.

Inventory Menu

Every usable item that Garrett carries can be accessed by opening his inventory. Press the Open Inventory button to call up the inventory, then select the item you wish to equip. The in-game action slows to a crawl while you view Garrett's inventory, so take your time and pick the right item for the job.

Quick Swap

Two of Garrett's inventory items can be set to Quick Swap buttons. Hold one of the Quick Swap buttons, and you'll be prompted to set an item to it. Once set, the item can be quickly readied by tapping the corresponding Quick Swap button. This saves you from having to open Garrett's inventory each time you wish to use your favorite items. Water arrows and broadhead arrows are set to the Quick Swap buttons by default.

Food and Poppies

Food items restore Garrett's health, and poppies replenish his Focus. Keep an eye out for these restoratives, using Focus to spot them. Once collected, food and poppies are stored in Garrett's inventory. Open the inventory and press the indicated button to consume food or poppies. Consuming just one of these items will replenish a large amount (about two-thirds) of Garrett's health or Focus.

Throwables

Glass bottles and other throwable items are found practically everywhere. Garrett can pick up and carry one throwable item with him. Open the inventory to select the item, then take aim and throw it to create a noisy distraction. Distracting guards can set them up for pickpocketing or stealth takedowns or can simply allow Garrett to slip past unseen. Just be careful not to throw the item too close to guards, or they may become suspicious instead of merely curious.

Tip

Hurl throwables in the face of guards to stun them, setting them up for further punishment.

Flash Bombs

When you're about to be detected and there's no hope of escape, drop a flash bomb to create a blinding spark of light that stuns nearby enemies, giving you a chance to flee the scene. Garrett can carry up to five of these valuable items with him.

Note

Flash bombs inflict great damage against Freaks, which are encountered later in the adventure.

Wrench Tool

After "Chapter 1: Lockdown," Garrett has the option to purchase tools, upgrades, and other items from a shady merchant in the City. The wrench tool is the best early purchase he can make, for it quickly pays for itself by allowing Garrett to open vent-covered crawl spaces that lead to secret areas and hidden treasures. Some of these crawl spaces provide Garrett with tactical advantage, allowing him to take shortcuts through areas, circumventing guards and facilitating infiltration. No master thief should be without this versatile tool.

In addition, the wrench can be used to unscrew special plaques from walls of buildings around the City. Though they afford no monetary value, these plaques are counted as collectibles, and each one dishes out a bit of the City's troubled history.

Razor Tool

After "Chapter 2: Dust to Dust," the shady merchant offers a new tool: the razor. Though sharp enough to kill, this slick blade cannot be used in combat. Instead, Garrett uses the razor to slice certain paintings out of their frames, stealing them. Like the aforementioned plaques, these stolen paintings cannot be sold for gold; instead, they count as special collectibles that Garrett uses to liven up his secret hideout, the Clock Tower. Pick up the razor tool as soon as you can, or else you'll need to revisit certain chapters and side jobs in order to claim all of their collectibles.

Tip

Collectible plaques and paintings glow blue when viewed with Focus.

Wire Cutter Tool

The wire cutter tool is also sold by the shady merchant after "Chapter 2: Dust to Dust," and it comes in quite handy. Purchase it as soon as you can, then use the wire cutter to hack into every metal control box you see on walls. Hacking these boxes can have a variety of beneficial effects, including disabling traps, opening sealed doors, and revealing hidden secrets. A must-have for any professional thief.

Tip

Use Focus to identify traps, then trace their cables back to the traps' control box.

How to Play
Shady Merchants

As previously mentioned, Garrett is able to trade with a shady merchant after "Chapter 1: Lockdown." The merchant stands in the alley near Basso's tavern, the Crippled Burrick, and offers a section of useful goods (see the following table). We highly recommend keeping a healthy supply of water arrows, blunt arrows, and rope arrows on hand at all times and to purchase the wrench, razor, and wire cutter tools as soon as they become available. Everything else really depends on your Playstyle.

Other merchants can be found around the City, and some even appear during certain missions. These guys aren't as well stocked as the shady merchant, but they do sell the basics: arrows, food, and poppies. The walkthrough mentions these special vendors whenever they appear.

Tip

Sell unwanted food, poppies, arrows, and other resources to merchants for some quick coin. They'll buy items for half their selling price, so it's a fair trade.

Shady Merchant Resources

Item	Cost	Available	Notes
Blunt Arrow	1 G	After Chapter 1	Ideal for stunning guards, triggering remote switches, shattering breakables, and creating distractions. Always keep some on hand.
Broadhead Arrow	15 G	After Chapter 1	Standard attack arrow. The "Predator" Playstyle's best friend. Aim for the head.
Choke Arrow	15 G	After Chapter 1	Releases a noxious gas on impact that momentarily incapacitates the target. Ideal for setting up takedowns or escapes.
Fire Arrow	20 G	After Chapter 1	Generates a small burst of flame on impact that can ignite flammable materials. Useful for Opportunists and invaluable vs. Freaks.
Rope Arrow	15 G	After Chapter 1	Stick these into anchor beams to lower ropes and reach new areas. Try to keep a full supply on hand.
Water Arrow	4 G	After Chapter 1	Releases a small burst of water on impact that douses torches, braziers, and other open flames. Very handy for all Playstyles.
Flash Bomb	25 G	After Chapter 1	Drop these at your feet to create a blinding flash that disorients nearby people, setting up takedowns or escapes. Handy for aggressive Predators and useful against Freaks.
Food	25 G	After Chapter 1	Restores about one-third of Garrett's health when consumed. Keep some with you at all times.
Poppy	35 G	After Chapter 1	Replenishes about one-third of Garrett's Focus energy when consumed. Pricey but invaluable if you enjoy using Focus.
Blast Arrow	140 G	After Chapter 4	Creates a large blast on impact that kills enemies, breaks objects, and ignites flammables. Can decimate small groups of threats. Expensive but worth it.
Sawtooth Arrow	50 G	After Chapter 4	Advanced version of the broadhead arrow. The arrowhead's serrated blades penetrate armor and are quite lethal. Another favorite of the Predator.

Shady Merchant Tools

Item	Cost	Available	Notes
Wrench	500 G	After Chapter 1	Handy tool used to open grates and remove bolted plaques. Buy one immediately.
Razor	250 G	After Chapter 2	Used to cut out collectible paintings from their frames. An important early purchase if you wish to find all of the collectibles in the game.
Wirecutter	225 G	After Chapter 2	Invaluable tool that lets Garrett hack small control boxes. This can disable traps, open doors, and reveal secrets. Buy it without delay.

Shady Merchant Upgrades

Item	Cost*	Available*	Notes
Blackjack Damage	750 G, 1,750 G, 2,495 G	After Chapter 1, After Chapter 3, After Chapter 5	Increases the damage of Garrett's attacks in melee combat. Handy for aggressive Predators.
Bow Balancing	700 G, 1,800 G	After Chapter 1, After Chapter 3	Reduces aiming time with the bow, allowing for faster precision shots. Useful for stealth Predators.
Bow Shot Strength	900 G, 1,400 G, 2,600 G	After Chapter 1, After Chapter 3, After Chapter 5	Increases the amount of damage dealt with arrows. Great for stealth Predators.
Leather Hardening	750 G, 1,450 G	After Chapter 1, After Chapter 3	Reduces the amount of damage Garrett suffers from all forms of attack, including melee blows, arrows, throwing darts, traps, and fire. Excellent for aggressive Predators.
Lockpick Quality	150 G, 420 G	After Chapter 1, After Chapter 1	Increases lockpicking sensitivity, helping you find the pins' sweet spots more easily. Useful for all Playstyles.
Quiver Capacity	600 G, 2,500 G	After Chapter 1, After Chapter 1	Increases the amount of arrows Garrett can carry in his quiver. Great for stealth Predators.
Leather Oil	1,400 G	After Chapter 2	Enables Garrett to move more silently across noisy surfaces. Useful for Ghosts and Opportunists.
Leather Padding	500 G	After Chapter 1	Allows Garrett to fall from greater heights without suffering damage.

* Most upgrades feature several "tiers." The costs and availability shown here reflect the price and availability for each individual upgrade.

Shady Merchant Trinkets

Item	Cost	Available	Notes
Basso's Bond	750 G	After Chapter 1	Reduces the cost of shady merchant resources by 25 percent.
Crosswind Medallion	140 G	After Chapter 1	Reduces the chance of being hit by enemy projectiles, including arrows and throwing darts. Good for aggressive Predators.
Embersage Oil	170 G	After Chapter 1	Reduces the amount of damage suffered from fire and traps.
Grinning Salt	375 G	After Chapter 1	Food items restore more of Garrett's health when consumed. Great for aggressive Predators.
Moss Quiver	325 G	After Chapter 1	Broadhead and sawtooth arrows produce no sound on impact. Ideal for stealth Predators.
Troy's Satchel	1,299 G	After Chapter 1	Increases Garrett's carrying capacity of poppies and food by two (allowing him to carry seven of each). Great for aggressive Predators.
Lucky Coin	290 G	After Chapter 2	Increases Garrett's maximum Focus energy.
Doctor's Orders	155 G	After Chapter 3	Poppies restore more of Garrett's Focus energy when consumed.
Warm Vest	385 G	After Chapter 3	Increases Garrett's maximum health. Great for aggressive Predators.
Blackwing Feathers	3,500 G	After Chapter 4	Increases the damage inflicted by broadhead and sawtooth arrows. Great for Predators.
Ovengut Tonic Water	9,800 G	After Chapter 4	Increases maximum health and Focus energy.
Spectral Aspect	28,000 G	After Chapter 6	Greatly reduces the chances of begin seen by enemies.
Worldslayer	28,000 G	After Chapter 6	Massively increases maximum health and Focus energy.

How to Play

Focus Abilities

In addition to the shady merchant, Garrett can also visit with another helpful soul after "Chapter 1: Lockdown": the Queen of Beggars. This wise woman knows everything that's worth knowing about the City and its inhabitants and will help Garrett unlock his full Focus potential—for a small donation.

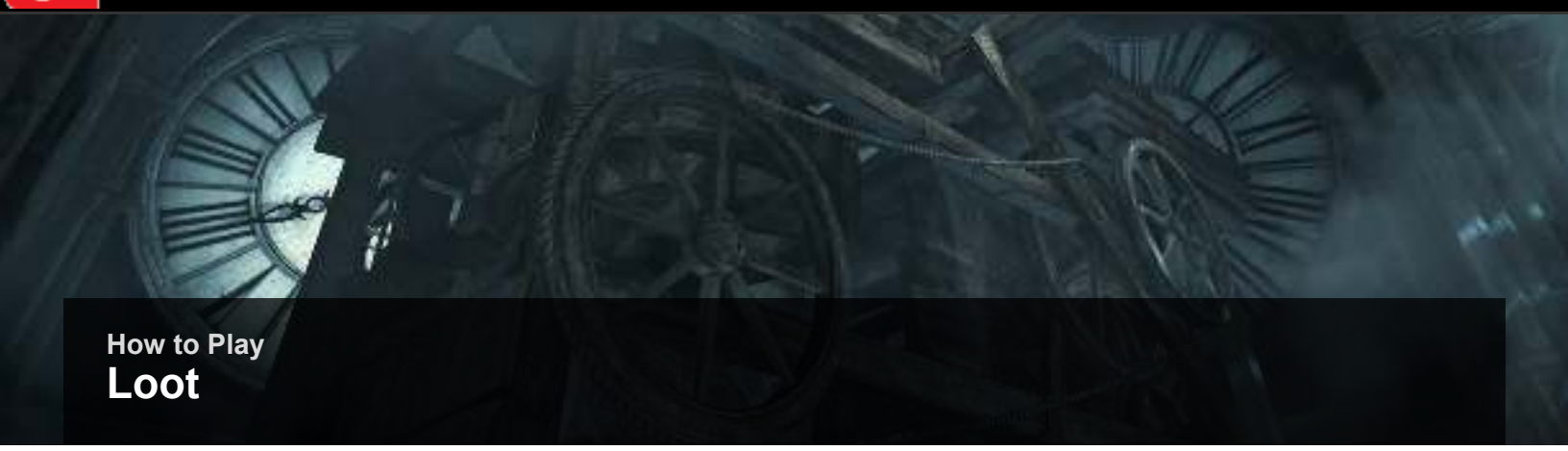
The first time you visit the Queen of Beggars, she'll graciously give you a Focus point. This precious resource can be spent at any time to upgrade one of Garrett's many Focus abilities. Simply open the Journal and select "Focus Upgrades" to begin the process. Pick the ability that you wish to upgrade, and the Focus point will be consumed. After that, you can donate 150 gold to the Queen of Beggars to purchase a second Focus point. The third Focus point you receive from her will cost you 300, and the fourth 450. The value continues to increase by a factor of 150 gold for each subsequent Focus point.

Note

Garrett's Focus energy is fully replenished each time he spends a Focus point to upgrade an ability.

The Queen of Beggars is your primary resource for Focus points, but free points can also be found in certain chapters and in The City. Look for glowing symbols etched on walls, and simply stare at these symbols for a moment to obtain a Focus point. The following list details the locations of these free points (consult the walkthrough for more detailed descriptions on where to find them):

The City: South Quarter District —While exploring the Fish-Hawker's Market area, enter the secret tavern. The symbol is behind the bar.
Chapter 3: Dirty Secrets —Find the secret trigger book in the Scriptorium area to access a hidden side room.
Chapter 4: A Friend in Need —Obtained near the end of the chapter as part of the story.
Chapter 5: The Forsaken —Check the dark nook at the bottom of the Old Prison's stairwell just before you enter the Reformation area.
Chapter 6: A Man Apart —Obtained near the end of the chapter as part of the story.
Chapter 7: The Hidden City —Obtained near the end of the chapter as part of the story.



How to Play
Loot

Sneaking around in the shadows wouldn't be very profitable if weren't for the fine art of burglary. Loot comes in all shapes and sizes, and it's all there for the taking.

Common Loot

Anything of value that isn't tracked as a collectible in the Journal is considered to be common loot. This includes loose coins, piles of gold, and valuables that can be fenced, such as cups, pens, candlesticks, cutlery, and much more. Everything that Garrett can get his gloves on is worth taking. Challenge yourself to find every last piece of common loot in the game. The walkthrough's handy maps and checklists will be of invaluable assistance to you in this effort.

Collectible Loot

Anything that's tracked in the Journal as a collectible is considered to be collectible loot. These precious baubles are far more rare than common loot and are often kept in secret areas or under heavy guard. Some collectible loot items must be stolen in order to advance, such as the Jeweled Mask in "Chapter 1: Lockdown." Search high and low for these worthy prizes, and consult the walkthrough to ensure you don't miss any.

Note

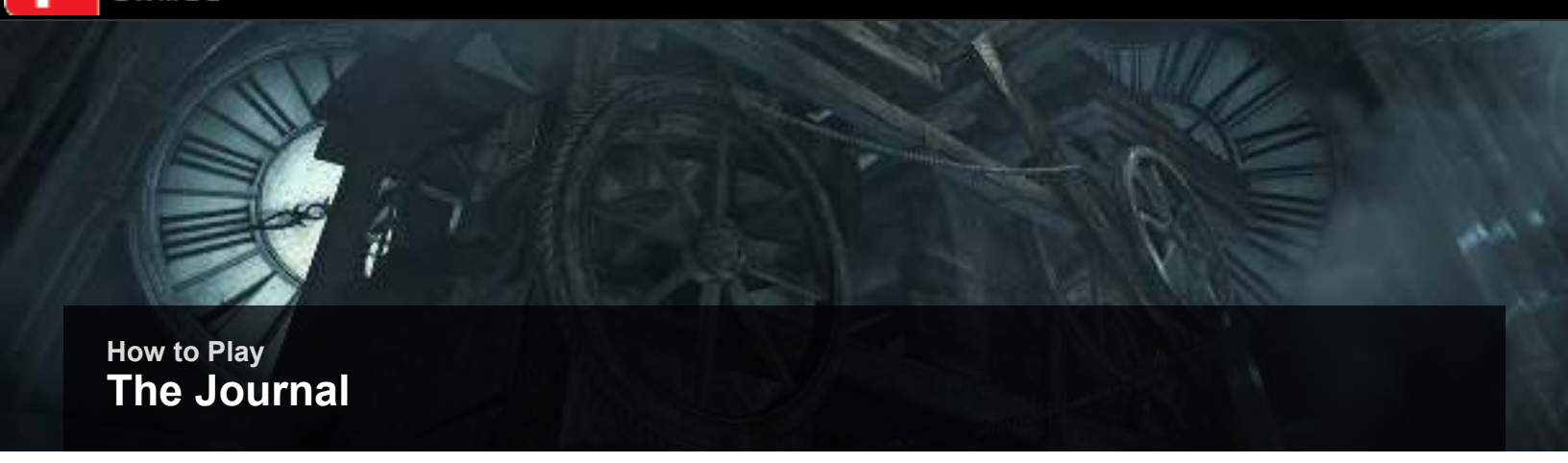
You must collect all of a chapter's common and collectible loot items in order to satisfy the "lift all loot items" Thieving Challenges (read on for details).

Tip

Fully upgrade the "Intuition" Focus ability, and telltale handprints will appear near collectibles when you engage Focus.

Documents

Though not technically loot, documents are also tracked in the Journal and are therefore worthy of collecting. Many documents provide clues to cracking safes or solving puzzles, though some merely help to fill in the plot. Whenever you see a letter, book, note, or a notice that's pinned to a wall, collect it. Then open your Journal and see what wisdom the document has to impart.



How to Play

The Journal

Over the years, Garrett has found it helpful to keep a careful record of his goals and deeds. This record is known as the Journal. Open the Journal at any time to review all of Garrett's objectives and accomplishments.

Journal: Objectives

Visit the "Objectives" section of the Journal to view Garrett's current objective, along with his progress in the chapter's Thieving Challenges.

Thieving Challenges

Every story chapter and client job in *Thief* features four unique Thieving Challenges. Common examples include remaining undetected for the entire mission or lifting all of the common and collectible loot items in the stage. Though completely optional, Thieving Challenges add an extra layer of depth to each mission. Garrett also receives large sums of bonus gold whenever he completes a new Thieving Challenge.

Thieving Challenges sometimes conflict with each other, so it's not always possible to complete all Thieving Challenges in one attempt. It's therefore wise to go for the challenges that pair best with your favorite Playstyle. For example, if one Thieving Challenge asks you to perform a number of headshot kills during the mission, then that will pair best with the "Predator" Playstyle. Read on to learn more about Playstyles and the actions that can affect them.

Side Jobs

Like Thieving Challenges, side jobs are optional tasks that Garrett can complete to increase his wealth. Unlike Thieving Challenges, side jobs are undertaken between story chapters (not during them). Garrett's longtime friend Basso is your main source for side jobs, but several other clients around the City offer them as well.

Basso's jobs are short and simple and can be easily completed as you explore the City. Client jobs are much more involved and function more like mini-chapters, complete with their own set of Thieving Challenges for you to pursue.

Follow along with the walkthrough, and you'll accomplish all of Basso's side jobs as you explore the City. The walkthrough also indicates whenever new client jobs are available, but due to their length and involvement, all client jobs are covered in a separate chapter of this guide. Flip to the "Client Jobs" chapter to find their detailed walkthroughs.

Journal: Player Progression

The Journal's "Player Progression" menu is a fantastic resource for keeping track of your accomplishments. This menu features the following informative submenus:

Statistics: View all of the game's most important tracked stats, including the number of loot items discovered, the total gold you've stolen, and your progress in the active Thieving Challenges. Use this vital information to ensure you're keeping pace with the walkthrough.

Tools & Upgrades: Whenever Garrett acquires a new tool or upgrade, its information is recorded here for future reference.

Trinkets: Similarly, any new trinkets that Garrett acquires are detailed here for future reference.

Resources: As above, any new resources that Garrett acquires are detailed here for future reference.

Journal: Focus Upgrades

As previously mentioned, Garrett can spend precious Focus points to increase his many Focus abilities. Open the Journal and select "Focus Upgrades" to spend the Focus points you've accumulated. Even if you don't have points to spend, you can visit this menu to review the various abilities you've taken and plan out which ones you'll upgrade next. Garrett's Focus energy is fully restored each time he upgrades a Focus ability.

Journal: Collectibles

Loot is found all over the place, but only the rarest and most prized valuables are tracked in the Journal as collectibles. Visit this section of the Journal to view every collectible you've found in glorious detail. The walkthrough will help you track down every last collectible in Garrett's world.

Journal: Documents

Visit the documents section of the Journal to view and read every collectible document that Garrett has discovered. Be sure to read each document carefully, for many provide vital clues that aren't always obvious at first glance.

Journal: View Map

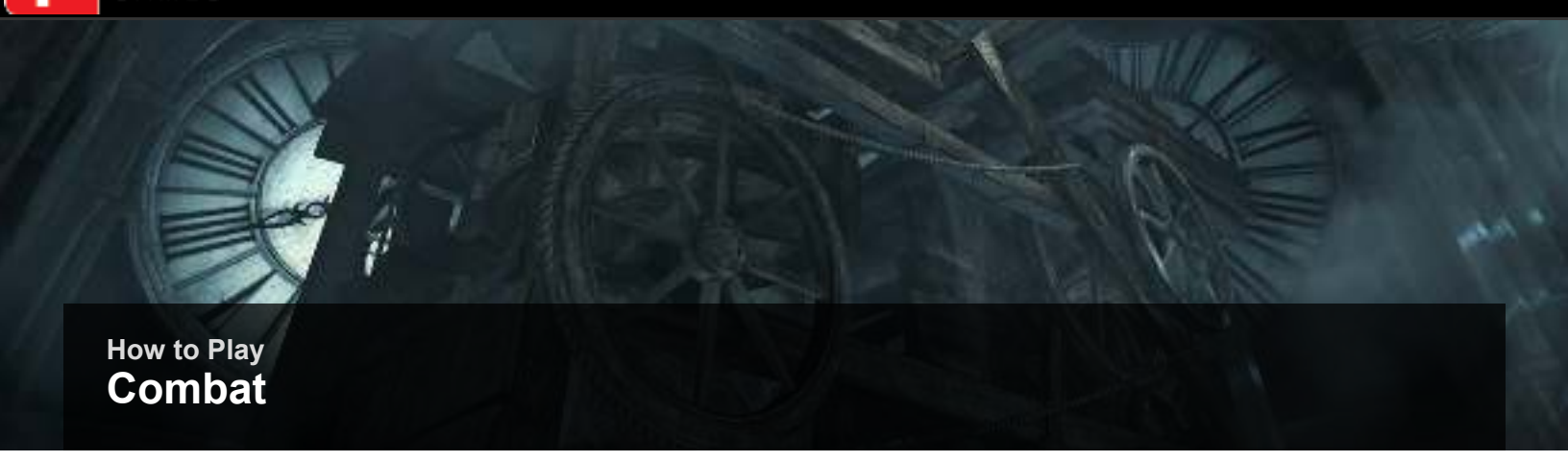
Every time Garrett visits a new area, his Journal's map is updated. Check the map often to find your bearings, verify the name of the current area, and plot courses through the environment. Once you're fairly certain of the route you wish to take, you can use the in-game minimap to stay on track without having to open the Journal and repeatedly check the full map.

Note

Some maps feature several areas, and some areas (particularly vertical one) are spread across multiple maps. The walkthrough uses the in-game area names to help you keep your bearings.

Note

Secret rooms and passages won't appear on the Journal's maps until they've been accessed, but they're all shown on the walkthrough's maps. It wouldn't be very helpful if they weren't!



How to Play
Combat

The goal of most thieves is to loot and plunder undetected, but sometimes this just isn't practical. When push comes to shove, Garrett can defend himself with the best of them.

Threats

Caged birds, caged dogs, and civilians can detect Garrett and give him away, but they can't actually harm him. Instead, these creatures and people are intended to alert the real threats: guards and Freaks.

Guards

Guards are the most common threats that Garrett encounters. You can easily overcome them individually, but they pose grave danger when battled in groups. Use stealth and diversionary tactics to split up guards you wish to neutralize, taking them out one at a time. Before making a move, observe the guards carefully and identify their weaponry and armor:

- **Sword Guard (Leather Armor):** Bring these lightly armored guards to their knee with just three blows from Garrett's blackjack, setting them up for combat takedowns. They wield deadly swords and commonly wear "skullcap" helmets that leave their face and neck exposed for headshots.

- **Sword Guard (Chain Mail):** These guards possess thick mail armor that is very effective at absorbing Garrett's blackjack blows. Coupled with their aggressive swordplay, these are the most dangerous guards that Garrett can face in melee combat. Defeat them with takedowns or headshots from afar.

- **Crossbow Guard (Plate Mail):** These guards wear heavy plate mail and larger, brimmed helmets that leave only their faces exposed. They are dangerous from range but pose little threat in melee combat. Four blackjack strikes buckles them, prompting the combat takedown.

- **Crossbow Guard (Leather Armor):** These guards appear later in the adventure. They are similar to the aforementioned crossbow guards, except they wear much lighter armor. Ironically, their stylish hats provide no defense against arrows, making them easy marks for headshots.

- **Torch/Lantern Guards:** These guards carry light sources with them that cannot be doused with water arrows. However, their lights are instantly extinguished the moment the guard is neutralized. Depending on the situation, it's sometimes best to tackle these guards first, save them for last, or avoid them altogether. They wield swords and may possess either leather or chain mail armor.

Freaks

These shambling horrors are encountered later in the adventure. They're the product of horrible experiments gone awry. Freaks possess tremendous agility but slowly stalk their environment until a threat is suspected. They're blind but possess extremely keen hearing, making them difficult to sneak past. Once their suspicions are raised, they use Focus to seek out threats swiftly and effectively.

Freaks are often encountered in groups, and attacking one is almost certain to draw others. Though immune to most attacks, they are highly vulnerable to fire. Score headshots with fire arrows to kill them from range, or look to ignite explosive barrels and kerosene spills to burn them up. Turn their keen hearing against them by using throwables and blunt arrows to lure whole mobs of Freaks into range of a blast arrow or onto flammable liquids before setting the substance ablaze.

Tip

Use Focus to search for explosive barrels and flammable liquids in your surroundings whenever Freaks are about.

Tip

Flash bombs are also very effective against Freaks.

Dodging

Garrett's light garb is ideal for stealth but offers little protection against the sword. Mastering the art of dodging is therefore vital. Press the Dodge button in combination with any movement direction to make Garrett perform a swift step in that direction, avoiding attacks. Dodging takes a bit of practice but is extremely effective once mastered.

Melee Attacks

After dodging a guard's attack, it's important to follow up with a blow of your own. Garrett's weighted blackjack inflicts significant damage, but it takes several hits to defeat an adversary in direct combat. It's therefore wise to dodge first and then counter with a series of blows before the opponent can recover. If you're quick, you can knock out a guard in short order without suffering a scratch.

Tip

If things aren't going your way in combat, drop a flash bomb and flee.

Combat Takedowns

After critically wounding an adversary, be it through melee blows or arrows, Garrett can opt to close in and perform a combat takedown. Hold the indicated button to perform the move, and Garrett will knock out the victim with one swift blow. Like stealth takedowns, combat takedowns do not kill the victim; they merely render them unconscious for the duration of the mission. If you fail to perform a combat takedown, the victim will quickly recover and resume the attack. Combat takedowns increase your chances of earning the "Predator" Playstyle.

How to Play

End-of-Mission Screen

Upon completing a story chapter or client job, you're treated to an end-of-mission breakdown that rates your performance. An array of information is displayed here, and knowing exactly what it all means is crucial if you hope to achieve top scores (maximum gold) from every stage.

Playstyles

Upon completing each mission, you're awarded one of three Playstyles: Ghost, Opportunist, or Predator. Each comes with its own prize value in gold, the amount of which varies from mission to mission (see the walkthrough for exact figures). Many factors can influence your Playstyle, and whichever slice of the pie chart is largest at the mission's end is the Playstyle you receive.

Ghost: Remaining undetected is the only factor that affects this Playstyle. The more times you're detected, the less likely you are to receive this Playstyle. But even if you're detected several times, if you perform no (or very few) actions that increase other Playstyles, you will still likely end up with the Ghost Playstyle.

Opportunist: Many factors can increase your chances of earning this Playstyle. The complete list includes turning off lights, extinguishing flames (even candles), causing distractions with throwables or arrows, performing stealth takedowns, and executing opportunist takedowns.

Predator: Racking up kills with arrows is the safest and easiest way to increase your chances of earning the Predator Playstyle. Other methods include performing aerial takedowns and combat takedowns, or simply knocking out adversaries in combat (without performing the combat takedown when prompted).

Thieving Challenges

As previously stated in this chapter, every mission features four Thieving Challenges that you can attempt to fulfill. Completing these earns you bonus gold, but each Thieving Challenge is tied to a Playstyle, so you can only complete one Thieving Challenge per mission. For example, you can't complete a mission's Predator and Opportunist Thieving Challenges in the same playthrough, even if you meet the criteria for both - you'll only receive gold for the Thieving Challenge that matches your ending Playstyle. The sole exceptions are Hybrid Thieving Challenges: these can be completed in addition to other Thieving Challenges that are tied to the three Playstyles.

Note

All missions feature two Thieving Challenges: "remain undetected" and "lift all loot items." The other two challenges vary from mission to mission.

Note

You must discover all collectible and common loot items in order to fulfill the "lift all loot items" challenge. Check the Journal's "Statistics" page to track your progress.

Statistics Breakdown

The end-of-mission screen also shows a statistical breakdown of your actions. This same information can be view during the course of the mission by calling up the Journal's "Statistics" page. Here's what each stat means:

- **Collectibles Found**: The number of collectible loot items you've discovered. This does not include common loot items or documents.
- **Total Stolen in Gold**: The amount of gold you've stolen. This total is reached by adding up the value of all common loot items, as well as any gold that can be looted from guards and civilians.
- **Loot Found**: The number of common loot items you've discovered, such as ink bottles, pens, cutlery, flasks, gears, and so on. This total does not include collectible loot items or documents.
- **Pockets Picked**: The amount of pockets you picked. Each time you steal a coin purse, earring, or other such valuable that's carried by a person, this value increases by one. If a person carries multiple items, you can pick their pocket multiple times and quickly increase this score. Looting dead or unconscious persons does not count toward this total; you must sneak up behind a target and pick their pocket before you kill them or knock them out.
- **Locks Picked**: The number of tumbler locks you picked in the stage. This includes locked doors, safes, cabinets, drawers, chests, and so on. Combination locks and locks requiring keys do not count toward this total.
- **Knockouts Performed**: The number of persons you knocked out during the stage. This includes stealth takedowns, aerial takedowns, combat takedowns, and simply knocking someone out in melee combat with the blackjack. Stealth takedowns increase your chances of earning the "Opportunist" Playstyle; all the rest increase your chances of earning the "Predator" Playstyle.
- **Suspicions Raised**: The number of times guards or civilians became suspicious of your presence (indicated by a yellow or orange Threat Icon). Raising suspicions has no affect on your Playstyle ratings; it's merely a tracked stat.
- **Times Detected**: The number of times you were detected by guards or civilians (red Threat Icon). Being detected reduces your chances at earning the "Ghost" Playstyle rating and causes you to fail the "remain undetected" Thieving Challenge found in every mission.
- **Kills Made**: The number of people you killed during the mission. Kills can only be accomplished with arrows or by triggering opportunist takedowns. Killing people with arrows increases your chances of earning the "Predator" Playstyle. Killing people with opportunist takedowns increases your chances of earning the "Opportunist" Playstyle.

Walkthrough

Introduction

Welcome to the walkthrough! This chapter of the guide provides an easy-to-follow, step-by-step progression for *Thief*. Here you'll find helpful puzzle solutions, clever stealth tactics, and vital maps and checklists designed to expose every bit of loot in the levels. Before we begin, let's first review everything that the walkthrough has to offer.

Chapter Stats

Each story chapter begins with a comprehensive list of stats pertaining to the mission at hand. Here's what the stats mean:

Collectible Loot Items: The number of collectibles to be found in the chapter. These special pieces of loot are showcased on the Journal's "Collectibles" page. Due to their rarity, collectibles are spotlighted in special boxes whenever they can be obtained.

Common Loot Items: The number of common loot items to be found in the mission. This includes all goods that can be fenced for gold, such as cups, pens, candlesticks, gears, and so on. Because there are so many common loot items to find, special checklists and progression flags appear in the walkthrough to help you track them all down.

Pockets to Pick: The total number of pickpocketing opportunities you have during the mission. Challenge yourself to pick every pocket!

Locks to Pick: The total number of locks that can be picked during the mission. This includes locked doors, safes, boxes, chests, and so on. Gotta pick 'em all!

Threats (Guards/Freaks): The total number of threats encountered in the mission (guards and/or Freaks). Civilians and caged birds/dogs are not counted, as they can't actually harm you.

Thieving Challenges Tables

These tables provide information on the mission's unique Thieving Challenges. Fulfilling these optional challenges can earn you significant amounts of bonus gold, as detailed in the opening "Thieving Challenges" tables.

Tip

Certain Thieving Challenges pair with specific Playstyles. If you aren't sure which challenges to go for, focus on the amounts of gold that can be won from them. Weigh your options carefully and decide which mix of Playstyle and Thieving Challenges will earn you the most gold at the mission's end. You can't go wrong with gold!

Thieving Challenge Progression Flags

Thieving Challenge: "Example" (1/1)

Many Thieving Challenges require you to perform a certain number of actions, such as stealing all of the mission's loot or knocking out a specified number of people. To ensure that you're keeping pace with the walkthrough, special flags appear each time you can advance in a Thieving Challenge. Whenever you see these flags, call up the Journal's "Statistics" page to view your progress in the Thieving Challenges and make sure you're still on track.

Tip

Top Tips

Each mission also begins with a quick list of tips that give you an advantage going into the stage. Here are some nonspecific examples:

• Use the walkthrough's maps and checklists to track down every piece of loot.

• Mark off each loot item in the checklists as you find them.

• Follow the walkthrough carefully and you won't miss a thing!

Collectible and Document Boxes

Lastly, the walkthrough features two types of special boxes that appear whenever a tracked collectible or document can be found. Open the Journal, and you'll see that a specific amount of collectibles and documents can be acquired in the game. As such, these boxes are numbered throughout the entire walkthrough—not just in the story chapters, but also in the City (the sprawling hub zone) and even in the optional side jobs. If the numbering of these boxes seems to jump around, you may have missed something in the City or perhaps you chose not to undertake a side job when it first became available. Whatever the case, these boxes, in combination with your Journal, will help you track down every last document and collectible. Good luck!

Maps

Locations of these items are labeled on the relevant maps:

Walkthrough

Prologue: The Drop

Basso warned that tonight's job was a dangerous one and to be ready for anything. Oddly he wouldn't give more details but said to go to a marked house in The City. The full instructions will be found written on a secret note hidden inside. Basso was acting strangely. Something feels wrong tonight.

Objective 1: Reach the Drop Location

Area 1: Apartment

Common Loot	
Map Icon	**Item(s)**
	Cup
	Knife
	Saucer
	Teacup
	Pocket watch
	Perfume bottle
	Coin purse
	Pen
	Pocket portrait
	Candlestick
	Flask
	Scissors

Garrett's adventure begins in a small studio apartment. The apparent owner has been imbibing heavily and has passed out in bed. Don't worry about making noise; nothing will wake this unconscious fellow.

Garrett is a master thief, so let's get down to business. Begin by searching the room and swiping everything of value. There's all sorts of loot to steal in *Thief*, so use the maps and checklists provided in this walkthrough to ensure you don't miss anything.

If you like, snuff out each of the room's candles with a pinch of your fingers. This casts the room into darkness—a useful trick that can help Garrett slip through dangerous areas unseen.

Thief is not a game of speed, so take your time and give the apartment a thorough search. Open every cupboard and drawer in search of valuables. Some may be empty, but it's always worth a look.

When you've finished pocketing your plunder, approach the open north window. Climb out of it and onto a wooden beam that spans the street below.

Direct Your Attention

This walkthrough commonly uses compass directions (north, south, east, and west). You may find it helpful to use the in-game minimap as you follow the walkthrough. Press the Toggle Minimap button to bring up or hide the minimap. You can lock the minimap in place through the options.

Normally Garrett can drop from heights like this beam, but not at this moment. Admire the hustle and bustle of the summer festival below before advancing to the far building's window.

When you reach the window, hold the Interact button. Garrett will size up the window, then insert a lever. Rapidly tap the Interact button to pry the window open and enter the building.

Area 2: Attic

Collectible Loot

Map Icon	Item(s)
	The Glittering Plumage

The window leads to a musty attic. Pass through a curtain to reach a room filled with caged birds. Sudden movements send them into a frenzy, so crouch and sneak through the room to avoid stirring them. Make sure you don't bump into their cages, either.

Caution

Don't Be Detected

Alerting the birds will hamper your chances at earning the Ghost Playstyle from this mission, for you'll be detected 10 times if you do so (once for each caged bird).

Note

To view your statistical progress in a mission, open the Journal, select Player Progression, and then choose Statistics. Lots of useful information is shown here. For more information on Playstyles and statistics, see the "How to Play" chapter of this guide.

The painting on the room's east wall catches Garrett's eye. Approach it quietly and press the Interact button to search the painting.

Feel around the edges of the painting's frame until you discover a trigger switch. Press it to make the painting slide away, revealing a wall safe.

Excellent! Now you just need to pick the safe's lock. Garrett is quite skilled in this area. Simply feel around each pin until you've found its sweet spot, then lock the pin in place. Once you set all three pins, you can open the safe.

A precious necklace rests inside the safe. Take it to obtain your first piece of collectible loot.

GOODIE BOX
Collectible Loot #1
Unique Loot (1/9)
"The Glittering Plumage"

A loud noise from the building's rooftop sends the birds into a frenzy. Don't worry; your statistics aren't affected by this, for it can't be helped. Proceed through the nearby open window to reach the rooftops, also known as the Thieves' Highway.

Area 3: Thieves' Highway, Part I

Maneuver around the wooden ledge to discover a small box that rests on a crate. Open the box to obtain a rope arrow.

Open your inventory and select the rope arrow. Garrett automatically readies the arrow in his powerful bow.

Look up (or press the Observe button) and notice the rope-wrapped wooden beam high above you. This sort of beam is known as an anchor beam. Hold the Use Bow/Throw button to aim, then release the button to fire the rope arrow at the anchor beam.

With the rope arrow lodged in the anchor beam, you're able to climb its rope. Press the Run/Climb/Jump button to leap out and grab the rope, then climb up.

When you near the top of the rope, press the Run/Climb/Jump button again to leap over to the nearby rooftop. A fellow thief and old acquaintance of Garrett's named Erin is waiting for you here.

Rooftop Run

Erin reminds Garrett that Basso wanted the two of them to work together on this mission. The thief girl then takes off, sprinting across the rooftops. Hold the Run/Climb/Jump button to pursue her across the roofs.

There's nothing of value to steal on the rooftops, so simply chase after Erin. Garrett deftly leaps gaps and vaults obstacles while running.

Objective 2: Remain Silent and Out of Sight

Area 4: Back Alley

Common Loot

Map Icon	Item(s)
	Scissors
	Coin purse
	Coin purse
	Cup
	Cup

The rooftop run ends in a long slide that lands you in a dark alley. Follow Erin through the alley, crouching to sneak and avoid making noise.

You soon come to an intersection. Approach the edge of the building and press the Interact button to peek down the next street ahead. While peeking, Garrett can opt to lean out for a better view.

Wait until the guards in the next street walk away before making your move. Collect a pair of scissors near the barrels in the alley's north end, then follow Erin down the street, remaining crouched for silence and picking up a lost coin purse as you go.

Area 5: Main Street

At the next intersection, Erin shows off her skill with a nifty tool. She uses some sort of claw to climb a tall wall and reach a high walkway. You have no such tool, unfortunately, so you can't follow her up the wall.

Peek around the street corner. Guards and civilians stand at either end of the street, their backs turned to you. You can't let them see or hear you.

Remain crouched and sneak east, into the shadows on the street's other side. Without leaving the shadows, collect another coin purse and a cup.

Light and Dark

Garrett is all but invisible while crouched in the shadows, but moving too quickly or making noise can give him away. It is therefore wise to crouch and sneak through dark areas if you wish to remain undetected. The slower you sneak, the less likely you are to make noise or be seen. The Light Gem at the lower-left corner of the screen indicates whether Garrett is visible in the light or hidden in shadows.

Go north through the shadows to reach a long ladder. Swipe another cup from the nearby barrel, then climb up to return to the rooftops.

Area 6: Thieves' Highway, Part II

Well done, you've slipped past the folks in the street without raising suspicions. Erin awaits on the rooftops above the ladder, proudly showing off her claw tool once more. Crouch and sneak past the large pipe in pursuit of Erin after she flees.

Drop to the lower rooftop, then observe Erin in the window above. The female thief challenges Garrett to see who can steal the most loot, then vanishes.

You can't reach the window, so cross the nearby beam instead to reach the neighboring roof. Once there, swing Garrett's blackjack to smack the nearby crank, causing a ladder to drop within reach.

Climb the ladder and sneak past more pipes. Keep going until you catch sight of Erin again. The thief girl has already found something of value and excitedly hops to the next building to continue her thieving.

Run and jump through the nearby open window to follow Erin into the building.

Area 7: Voyeur's Apartment

Common Loot

Map Icon	Item(s)
	Scissors
	Bracelet
	Coin purse
	Telescope
	Ink bottle
	Ring
	Cup

Documents

Map Icon	Item(s)
	Voyeur's Diary

The window leads to a well-lit apartment. Raid the cabinet and drawers in search of valuables. If you like, snuff out the far candles with a wave of Garrett's hand.

The door leading to the next room is locked. Before picking the lock, hold the Interact button to peer through the keyhole. It's always wise to look before you lockpick.

Seeing no one on the other side of the door, it's safe to pick the lock. Do so just as you did the wall safe's lock—feel around each pin and lock it in place.

Snuff out more candles in the next room, and raid every drawer. Be sure to swipe the valuable telescope from the desk. Now you know how this apartment gets its name.

Collect the note on the desk as well; it's quite an interesting read. You'll find similar letters and notes in future missions. Open the Journal to view these important documents.

GOODIE BOX
Document #1
Prologue (1/1)
"Voyeur's Diary"

Lastly, open the chest to discover more valuables stashed inside.

After fully plundering the apartment, climb through the north window to return to the rooftops.

Area 8: Thieves' Highway, Part III

You're back exploring the Thieves' Highway. Eavesdrop on the civilians below before crossing the narrow beam that leads to the next roof.

After crossing the beam, pry open the nearby window and sneak into another building.

Area 9: Drop Location

Common Loot

Map Icon	Item(s)
	Cup
	Ring
	Necklace

Be careful not to startle the caged bird as you sneak through this dark building. The room's chest has already been raided (possibly by Erin), but search the cabinet to find a cup.

Before heading upstairs, search the room's southeast wall to discover a loose brick. Press the brick to reveal a hidden treasure cache in the nearby wall.

The treasure cache contains a valuable ring and necklace. Pocket them both and then sneak upstairs.

Head upstairs to meet up with Erin. The wily thief is eager to get a move on with the task at hand: stealing the Primal Stone from Northcrest Manor for Basso.

Objective 3: Move Through the Gardens

Area 10: Courtyard

Common Loot

Map Icon	Item(s)
	Wineglass

The courtyard of Baron Northcrest's manor is crawling with guards. This doesn't bother Erin, who quickly moves to infiltrate the grounds.

Follow Erin south, sneaking through the shadows to avoid detection. When Erin darts east, she passes through a patch of light to reach more shadows. Use the swoop technique to quickly and safely follow her. Swooping lets you move quickly from cover to cover, with little chance of being seen.

Collect a wineglass after swooping to the shadows, then climb the short east wall to meet up with Erin. She's peeking at a nearby guard to the south. This guard carries a coin purse. Sneak behind him and steal his gold.

Area 11: Fountain Court

Common Loot

Map Icon	Item(s)
	Gold coin
	Gold coin
	Ashtray

After you pickpocket the guard, he moves off to speak with another watchman. Follow Erin south, vaulting a railing to remain hidden in shadows.

Careful: there's a shallow brook just ahead. Moving through water produces sound, so move very slowly as you sneak through the brook. Collect the two loose coins on the ground near the bridge after you cross.

Alert Status Icons

If you move too quickly through the water, even while sneaking, the nearby guard will become curious at the sound. When a guard's curiosity grows, a "white eye" icon appears over his head. This is known as a threat icon. The icon slowly fills, becoming solid white as the guard becomes more and more curious. Move very slowly to avoid raising the guard's curiosity, and see the "How to Play" chapter for details on threat icons.

Once beyond the brook, head east. Pick up the wineglass at the base of this statue. Swoop through the patch of light ahead to reach the safety of the shadows beyond.

When you reach the east shadows, open the small box on the table to obtain three water arrows. These ingenious arrows are a thief's best friend.

Lights Out

Open your inventory and equip the water arrow. Aim carefully at the torch on the east wall. Keep aiming until the targeting reticle narrows and begins to animate, at which point you know your aim is true. Loose the water arrow at the torch.

Water arrows release a small burst of water on impact, dousing smaller open flames like torches. With the torch extinguished, you can safely sneak through the brook, heading north. Remember to move very slowly to avoid making noise. Once you're past the brook, swipe the ashtray from the foot of the stairs, then scale them.

Two for the Takedown

Upon scaling the stairs, Garrett watches as Erin silently knocks out a guard. Another nearby guard soon becomes curious at the disappearance of his comrade. You'll have to move quick to avoid detection.

Sneak up to the guard and knock him out with a swing of your blackjack. Do this quickly, before he notices his comrade's body. If you're fast, you can knock out the guard before his suspicions are raised. Because this knockout must be performed, it is not counted in your statistics.

Sneak over to Erin after you knock out the guard. The guard who Erin struck is dead, and Garrett gives her a scolding. It seems Erin has no qualms about killing anyone who gets in her way, while Garrett prefers to simply knock them unconscious. A thief with a conscience? There's certainly more to Garrett than meets the eye.

Erin moves to sulk by a nearby tree. The north gate is barred, but the south door is merely locked. Pick the door's lock as you've done before, then open the door. Erin sprints past and uses her claw to reach higher ground.

Objective 4: Meet Erin on the Roof

Area 12: Right Wing—Entry

Common Loot

Map Icon	Item(s)
	Chess piece
	Gold coin
	Gold coin
	Ashtray
	Pile of coins
	Pile of coins

The scaffolding that Erin has scaled leads up to the roof. Without the aid of her nifty claw, you'll have a harder time getting up there.

A guard stands just ahead, facing directly at you. You'll need to create a distraction to slip past. Collect one of the bottles form the nearby crate. Bottles such as these are known as *throwables*.

Garrett can carry one throwable with him. After you collect a bottle, open the inventory and select it.

With the bottle in hand, take aim and sneak toward the guard. While aiming with a throwable, an arch appears that indicates where Garrett will throw the item. Sneak close enough that you can throw the item behind the guard, then let it fly.

Throwables and You

Using a throwable to distract a guard almost always raises their suspicions. This causes a guard to move to investigate the disturbance, giving you a chance to slip past or knock them out from behind. However, this comes with the drawback of reducing your Ghost Playstyle rating, because you've raised a guard's suspicion. Try to use throwables only when absolutely necessary (as is the case here). This distraction must be created at this point in the Prologue, so your statistics are not affected like they normally would be. See the "How to Play" chapter for more information on Playstyles and the actions that affect them.

When the guard turns to inspect the noise, hurry and sneak into the dark west passage. You're safe now. Snatch the valuable chess piece from the ground as you creep south.

Wait for the guard to finish searching the area and return to his original position. After he does, sneak through the torchlight and collect a pair of gold coins near the east wall.

After collecting the two gold coins, sneak back through the torchlight and climb the crate on the south gate's west side. From there, climb on top of the gate.

Area 13: Right Wing—Courtyard

From the height of the gate, you have a perfect view of the south courtyard. Notice two guards here: One stands to the west, while the other patrols the courtyard with a torch. There's no need to bother with these guards—you can simply tiptoe across the top of the gate and meet up with Erin at the east end of the scaffolding. But the guards are watching over several valuables, so it pays to face them.

Watch the patrolling guard carefully to learn his route. When he walks east, away from his stationary comrade, carefully drop from the gate and land in the west shadows, not far from the stationary guard. Hug the west wall as you remain in the shadows, slipping behind the stationary guard.

When you reach the south wall, open a small box to obtain two more water arrows. These can be used to douse the courtyard's central brazier, helping you slip through the area undetected—but there's no need to do so. In fact, this is actually the more challenging approach, for the guards will move to relight the brazier each time you douse it.

Before you do anything, enter the nearby cabinet. Cabinets such as these serve as perfect hiding places from curious guards, though suspicious and alerted guards will often search them. Your progress is also saved whenever you enter a locker, so they double as checkpoints.

Courtyard Coinage

Wait for the patrolling guard to move away, then sneak up and pick the stationary guard's pocket. Knock him out afterward, then press the Interact button to pick up the guard's body. Drag the unconscious guard into the shadows before the patrolling guard returns.

Smooth Move

Hold the Melee Attack/Takedown button when performing a stealth takedown, and you'll automatically grab the guard's body after knocking him out. This sets you up to quickly dispose of the guard's body. As a bonus, Garrett automatically loots the guard's body when he picks him up (if he has anything worth taking). However, looting a guard in this fashion does not count as picking his pocket.

With the stationary guard out of commission, wait in the shadows for the patrolling guard to return. Continue to wait until he moves away again, then swoop up behind him, pick his pocket if you like, and knock him out as well.

No More Torchlight

Killing or knocking out a torch-carrying guard instantly extinguishes his torch. Whenever possible, try to take out these bothersome watchmen first.

With both guards down, you're free to explore the courtyard. Swipe the ashtray from the central crate and be sure that you've looted both guards. Open the east chest to discover a few healthy piles of coin as well.

Reaching Erin

After plundering the courtyard, climb the north ladder to return to the top of the gate. Climb onto the east scaffolding, and you'll see Erin on a nearby rooftop. She's kindly lowered a rope for you.

Jump out and grab the rope, then climb up to the roof. You arrive just in time to watch Erin take out another guard. She certainly seems capable of handling herself, but Garrett is afraid she's taking things too far.

Objective 5: Steal Erin’s Claw

Approach Erin as she inspects the passage ahead. While Erin is distracted, steal her claw tool. Garrett and Erin then make their move to infiltrate the manor.

Walkthrough

Chapter 1: Lockdown

Something weird has happened and The City has mysteriously changed. It's time to find some answers and clear up what's going on. The first step is to return to the clock tower and look for clues. A sickness called the gloom is roaming the streets so the Baron's Watch has locked down The City. Getting there might be a problem.

Chapter Stats
Collectible Loot Items: 4
Common Loot Items: 60
Pockets to Pick: 12
Locks to Pick: 8
Threats (Guards): 15

Thieving Challenges

Challenge		Playstyle	Reward
	Remain undetected	Ghost	125 G
	Extinguish 9 flames	Opportunist	100 G
	Headshot 4 threats	Predator	75 G
	Lift all loot items	Hybrid	150 G

Top Tips

Keep the following tips in mind to gain an advantage in this story chapter:

• You must find every broadhead arrow in the mission if you wish to clear the "headshot" Thieving Challenge.

• You cannot miss with a single headshot attempt if you wish to clear the "headshot" Thieving Challenge.

• If you're playing on the highest difficulty, you can't knock out the jeweler. Create distractions with throwables instead.

Objective 1: Head to the Clock Tower

Area 1: Enclosure

Common Loot

Map Icon	Item(s)
	Flask
	Gear

Documents

Map Icon	Item(s)
	The Benefits of Strict Curfew

It's a dark and stormy night—the perfect environment for thieving. Search the first area for a number of valuables, including a flask that sits atop the railing near the stairs.

Thieving Challenge: "Lift all loot items" (1/60)

Focus Power

Having endured the mysterious effects of the Baron's Primal Stone during the Prologue, Garrett now finds himself with a new power: Focus. Engage Focus to highlight objects of value and interest in your surroundings and to identify threats such as caged birds and guards. Garrett slowly loses energy while using Focus, so use it sparingly. Focus energy can be restored by collecting and consuming rare flowers called *poppies*.

Thieving Challenges

Beginning with this chapter, you have the option to undertake special Thieving Challenges. For each challenge you complete, you'll be awarded large sums of gold at the chapter's end. Follow this walkthrough closely and you'll complete all four of this chapter's Thieving Challenges in one go.

Climb the cabinet at the alley's east end to reach a gear that's hidden on a high pipe. Enter the cabinet afterward if you wish to save.

Thieving Challenge: "Lift all loot items" (2/60)

Scale the north stairs to discover a newspaper. This is the first document you can find in this chapter but is the second document you've found in the game.

GOODIE BOX
Document #2
Newspaper (1/13)
“The Benefits of Strict Curfew”

When you’re ready to advance, descend the east stairs and scale the north wall to reach a ladder leading up to the roofs.

Grab the sack of food after climbing the ladder, then scale another wall to ascend even higher. Garrett catches a view of the distant clock tower from up here.

Chow Time

Open the inventory to eat food and replenish a significant amount of Garrett’s health. You can only carry up to five food items, so try to save them until you really need them.

Collect a gear from the higher roof before dropping down to the next roof to the north.

Thieving Challenge: “Lift all loot items” (3/60)

Area 2: Traitorsgate

Common Loot

Map Icon	Item(s)
	Gear
	Coin purse
	Gear
	Gold coin
	Gold coin
	Pen
	Candlestick

Collectible Loot

Map Icon	Item(s)
	Amethyst Circle

Documents

Map Icon	Item(s)
	Lockdown Regulations

You've reached Traitorsgate. Eavesdrop on the pair of guards in the street below, who begin to walk. They're a bit disgruntled but are intent on enforcing the lockdown. You'd best keep well out of sight.

To easily sneak past the guards, do not drop from the roof, but move onto the west walkway instead. From there, you can climb up to a thick pipe that spans the street, moving to the Backway unseen.

The guards have important loot to steal, however, so it's worth dropping from the roof. One guard remains at the street's west end; the other patrols the length of the street. Carefully drop to the dark south alcove and lurk in the shadows as you wait for the patrolling guard to approach.

When the guard moves past, heading east, quickly sneak behind him and knock him out, then search his body to discover a document and lift his gold. If you don't wish to knock out the guard, you can pick his pocket and swoop back to the shadows, but this is far more challenging, and you may wish to steal the document and the coin purse on separate attempts.

GOODIE BOX
Document #3
Chapter 1 (1/2)
"Lockdown Regulations"

House Haul

Next, move to the door of the street's central building. There's no one inside, so enter without bothering to peek through the keyhole. If the patrolling guard is still about, close the door behind you.

Inside the building, collect a water arrow and a coin purse. That's all there is here, so head back outside.

Thieving Challenge: "Lift all loot items" (4/60)

Leave the house without being spotted and go east a bit. Slip into the dark north alley and climb some crates to reach the Backway.

Area 3: Backway

The Backway is dark, but don't make any noise, for a guard is tending to a corpse on a table. This guard has apparently left his helmet back at the barracks, making him a prime target for a headshot if you're after Thieving Challenges. You just need to find a suitable arrow.

Leave the guard be for the moment and climb the east wall to reach a secret side area. Drop down and collect two water arrows from the far barrel.

Climb back up the wall and move along a wooden walkway, heading toward the guard. Step out onto the short beam, and you can execute a stunning aerial takedown on the guard. Don't do this if you're after Thieving Challenges, though.

Again, ignore the guard and climb up to a higher balcony to the north. Move to the balcony's end and collect a gear, but don't climb the north wall.

Thieving Challenge: "Lift all loot items" (5/60)

Here Come the Headshots

Sneak back to the south and drop to the ground. If you like, sneak up behind the guard and steal his coin purse.

Sneak around the Backway's central tree and notice the arrows on the table near the guard. Wait until the guard is facing north, then sneak up to the table and collect the two broadhead arrows.

Now you're ready to kill the guard. Ready a broadhead arrow and aim at his head. Wait until the targeting reticle narrows and becomes surrounded by red crosshairs, then kill the guard with a headshot. If you take too long, the reticle will begin to expand—press the Cancel button to quit aiming and try again.

Thieving Challenge: "Headshot 4 threats" (1/4)

Move to the Backway's north end and climb over the wall to return to Traitorsgate.

The remaining Traitorsgate guard has no gold to steal, but you can slay him with another headshot if you're after Thieving

Challenges. His helmet covers the top half of his head, but the sides of his head are merely covered by cloth, and his face is exposed. Fire an arrow at any of these spots to kill the guard with a headshot.

Thieving Challenge: “Headshot 4 threats” (2/4)

Traitorsgate Loot

It’s worth taking out the Traitorsgate guards, for this lets you easily plunder a collectible loot item. Search near the southwest barrel and cart to discover a precious ring that sits in a jewel box on the ground. This ring is almost impossible to claim without neutralizing the guards, for the area is well lit. Your only hope would be to create a distraction with a throwable.

GOODIE BOX
Collectible Loot #2
Serendi Stone Circles (1/7)
“Amethyst Circle”

Backtrack toward the Backway and snatch the pair of gold coins that lie on the ground right near the wall you’ve just climbed over. Climb back over the wall to the Backway.

Thieving Challenge: “Lift all loot items” (7/60)

Moving On

If you’ve left the Backway guard alive, you’ll need to sneak past him to reach the climbable north wall. If you like, you can use a water arrow to douse the brazier near the Backway guard, then slip past him and climb the wall before he relights the brazier. This isn’t necessary, though, for you can simply take the higher path by climbing the east wall and crossing the north balcony.

After climbing the north wall, drop to the dark alley below. Collect a pen from the alley’s east end, then pick the lock on the west gate.

Thieving Challenge: “Lift all loot items” (8/60)

Collect the sack of food on the ground beyond the gate, then close the gate so you may reach the candlestick on the north canister.

Thieving Challenge: “Lift all loot items” (9/60)

Maneuver past some crates and debris to reach the next area, tapping the Interact button to heave a fallen beam out of your way.

Objective 2: Find a Way Into the Jeweler's Shop

Area 4: Stonecutter's Court

Common Loot	
Map Icon	**Item(s)**
	Gold coin
	Gold coin
	Gold coin
	Knife

More guards patrol this area, intent on enforcing the lockdown. One of the guards notices a precious mask in the window of the nearby jeweler's shop. Sounds like something worth stealing.

Remain on the roof and watch the guards' patrol routes. Two guards walk a long patrol down the street, while a third guards walks a shorter patrol up north. The jeweler's shop stands to the west, and there's a dark alley behind you, to the east.

When you're ready, sneak north along the rooftops. Drop from a narrow beam to reach a dark alcove at the street level.

Remain in the shadows as you move to collect a single gold coin that sits atop one of the crates in the street. Keep well out of sight of the patrolling guards.

Thieving Challenge: "Lift all loot items" (10/60)

After collecting the coin, notice a small box atop a nearby barrel. Pick its lock and claim two valuable broadhead arrows and a water arrow.

The front door of the jeweler's shop is locked. You could try to pick the lock, but the patrolling guards may notice you. There are easier ways of infiltrating the shop, so ignore it for now and sneak into the dark east alley, which is free of guards.

Area 5: Stonecutter's Court East

Flee to the dark east alley if the guards are ever in pursuit, for you can climb up to higher ground. Before you climb anything, swipe the gold coin that sits near a barrel in the east alley.

Thieving Challenge: “Lift all loot items” (11/60)

Now climb onto the tall crates at the alley’s north end to reach two broadhead arrows.

Next, scale the west wall to reach a roof. Leap across the gap to access the east shelf, where another gold coin sits in a bird’s nest.

Thieving Challenge: “Lift all loot items” (12/60)

With the east alley fully plundered, take the south stairs down to visit the Underpass.

Area 6: Underpass

Common Loot

Map Icon	Item(s)
	Coin purse

Documents

Map Icon	Item(s)
	Clock Tower Stops Again!

The east alley’s southern stairs lead to a beggar-filled Underpass. There’s nothing for you to fear here, except maybe the plague. If you’re feeling cruel, douse the beggars’ fire with a water arrow. However, there are other flames to extinguish, so there’s no need to waste a water arrow here.

Navigate the Underpass until you reach a door. Open it and collect a newspaper and some food from the small storage room beyond. Close the door afterward to discover a lost coin purse on the ground.

Thieving Challenge: “Lift all loot items” (13/60)

GOODIE BOX
Document #4
Newspaper (2/13)
“Clock Tower Stops Again!”

After collecting your plunder, crouch and enter the nearby crawl space. Scale a wall within the crawl space to reach a higher passage that leads back outside.

Area 7: Stonecutter's Court West

The Underpass has led you to Stonecutter's Court's west alley, which is also unguarded. You could also have reached this alley by climbing the wall near the flickering streetlight, but one way is as good as another. Navigate the alley, heading north.

Just past the alley's beggars, there's a crate that you can climb to reach a hanging rope. By climbing this rope, you can sneak into the jeweler's shop via a second-floor window. There are other ways to enter the shop, however, so ignore the rope for now.

You soon come to a locked gate. There's a locked door nearby as well, which leads into the jeweler's shop cellar. For now, pick the lock on the gate, then go through.

The North Guard's Gold

Crouch and sneak to the top of the stairs beyond the gate. You've come full circle and are now close to the street's north guard. This fortunate soul possesses two tantalizing purses. When he turns his back to you, move up the stairs and peek around the edge of the nearby table.

Wait patiently near the table until the two patrolling guards arrive. When they move away, swoop toward the north guard the moment he turns his back and pick his pocket. You don't have much time, so head to the north shadows afterward and look for a chance to steal his other purse. (You won't be seen if you remain crouched and stationary in these shadows.) Of course, it's much easier to simply knock out the guard, grab his body, and drag him back into the west alley.

Then again, headshots are something worth going after in this chapter. The basic idea is the same: Peek around the table until the two patrolling guards arrive and leave, then step out and slay the north guard with a broadhead arrow to the face. Quickly collect his body and hide it in the alley before the patrolling guards return.

Thieving Challenge: "Headshot 4 threats" (3/4)

If you're feeling really aggressive, you can bring the overhead hanging boards crashing down on the north guard. Broadhead arrows will do the trick. If you're determined to do this, ensure that the guard is standing near the street's north crates when you fire, and he'll be crushed. The noise is sure to alert the patrolling guards if they're anywhere nearby, and they'll also spot the body if you aren't quick to move it, so don't do this unless you're feeling particularly nasty.

However you choose to tackle the north guard, be sure to collect his coinage, along with the knife that sits atop the table near the west alley's stairs.

Thieving Challenge: "Lift all loot items" (14/60)

Entering the Jeweler's Shop

The north guard is a fairly easy mark, but the two patrolling guards aren't worth your trouble. They have no gold to steal, so leave them be and turn your attention to entering the jeweler's shop. There are four access points:

The locked front door. This is a bad option, for picking the difficult door lock is risky with the two patrolling guards nearby. There's also a guard patrolling inside the shop just beyond the door.

A high crawl space in the north wall. This is a good way of entering, as it takes you to the first floor's rafters, in good position to surprise or avoid the patrolling guard inside the shop.

The locked cellar door in the west alley. This is another good way of entering, as you can explore the shop floor by floor, from bottom to top. The jeweler is busy working in the cellar and is easy to slip past or neutralize with a stealth takedown.

The west alley's rope, which leads up to a high window. This places you on the shop's first floor, right near the stairs, where no guards patrol.

For the purposes of this walkthrough, enter the shop through the locked cellar door and get the drop on the jeweler.

Objective 3: Steal the Jeweled Mask

Area 8: Serendi Jeweler's Cellar

Common Loot

Map Icon	Item(s)
	Letter opener
	Ink bottle
	Cup
	Bracelet
	Pile of coins

Collectible Loot

Map Icon	Item(s)
	Lyegrove’s Jeweled Mask

Documents

Map Icon	Item(s)
	Lyegrove’s Letter

The jeweler’s cellar is small but filled with valuables. The jeweler is busy working down here, moving between two tables. Close the door behind you, or the jeweler may notice that it’s open.

Before you do anything, enter the nearby cabinet to save your progress. Knocking out the jeweler is the safest option, but you can also leave him be and extinguish the cellar’s candles, then silently plunder the cellar under cover of darkness. Either way, be sure to extinguish all of the candles and lift the jeweler’s two coin purses.

Thieving Challenge: “Extinguish 9 flames” (4/9)

Collect the letter on the east desk. This letter counts as a document and provides a useful clue that will soon come in handy.

GOODIE BOX
Document #5
Chapter 1 (2/2)
“Lyegrove’s Letter”

Now loot the basement, searching every drawer and cupboard. Don’t miss the fire arrow in the box on the crate—it can be used to ignite kerosene spills or to bring hanging boards crashing down on unsuspecting guards.

Thieving Challenge: “Lift all loot items” (19/60)

The Genuine Article

Inspect the painting in the room’s southwest corner. Search for a trigger along the edge of the frame and press it to discover a wall safe.

This wall safe has a combination lock that can’t be picked. Instead, you must know the combination. Have you figured it out? The combination is hidden in the letter you’ve just discovered: 7, 3, 9.

Open the safe to discover the Jeweled Mask that you seek. Excellent! Now you just need to get out of here.

GOODIE BOX
Collectible Loot #3
Unique Loot (2/9)
“Lyegrove’s Jeweled Mask”

Objective 4: Exit by the Upstairs Window

Now that you’ve found the Jeweled Mask, it’s time to move on. Of course, there’s plenty more loot to steal inside the jeweler’s shop if you like. Sneak upstairs to the first floor.

Area 9: Serendi Jeweler’s Shop

Common Loot

Map Icon	Item(s)
Hall	
	Ink bottle
	Candlestick
	Candlestick
	Letter opener
Study	
	Cup
	Gold coin
	Letter opener
	Pile of coins
	Candlestick
	Pile of coins
	Ink bottle
Showroom	
	Earrings

	Bracelet
	Ring
	Brooch
	Necklace
	Brooch
	Necklace
	Bracelet
	Bracelet
	Earrings
	Necklace
	Brooch
	Ring
	Bracelet
	Earrings
	Necklace
	Gold coin
	Pile of coins
	Pile of coins
	Ink bottle

Collectible Loot

Map Icon	Item(s)
	Sootback Bracelet
	Jeweled Mask

When you reach the top of the cellar stairs, you'll be near an open window on the shop's first floor. This is the same window you could have snuck through had you climbed the rope in Stonecutter's Court's west alley. If you're in a hurry to move on, simply head upstairs to reach the Residence floor, which you can easily sneak through. If you're more interested in loot, ignore the stairs and use the nearby cabinet to save.

Exit the cabinet and get on top of it. From there, climb up onto the overhead rafters. Now you can sneak around the entire shop without fear of the two guards detecting you. (A third guard is fast asleep in a chair upstairs.)

Rafter Action

Looting the shop is much easier after neutralizing both guards, so let's take them out. Move onto the large pipe that runs along the north wall to reach the shop's showroom.

This is where you would have entered the shop had you scaled its north wall. Wait for the patrolling guard to pause near the pipe, then knock him out with an aerial takedown. If you like, drop and pick this one's pocket first.

Now for the guard in the study. This guard has fallen fast asleep in a chair. Pick him off with a headshot, or simply knock him out with a stealth takedown.

Thieving Challenge: "Headshot 4 threats" (4/4)

Looting the Shop

With both guards neutralized, you're free to plunder the shop. As always, search every drawer and cabinet, including the display cases in the store. When you think you've cleared out a room, use Focus to ensure you haven't missed anything.

The safe in the study sports a difficult lock, but the valuables inside are well worth stealing. Inside you'll find a pile of gold coins and a collectible loot item.

GOODIE BOX
Collectible Loot #4
The Mortal Coils (1/6)
"Sootback Bracelet"

The locked drawer in the showroom contains a Jeweled Mask—the fake one that Lyegrove made. Though it isn't genuine, it's a good enough fake to count as a collectible loot item—the last one in this chapter.

GOODIE BOX
Collectible Loot #5
Client Loot (1/8)
"Jeweled Mask"

One piece of loot may even escape your Focus. It lies up high, above the rafters, in the study's south corner. Cross the rafters to reach it.

Thieving Challenge: “Lift all loot items” (50/60)

Drop from the rafters after claiming this last piece of loot and pinch out the candle in the study.

Thieving Challenge: “Extinguish 9 flames” (5/9)

When you’ve finished looting the shop, sneak upstairs to explore the Residence.

Area 10: Serendi Jeweler’s Residence

Common Loot

Map Icon	Item(s)
	Cup
	Cup
	Pile of coins
	Letter opener
	Cup
	Pile of coins
	Cup
	Earrings
	Cup
	Hairbrush

Documents

Map Icon	Item(s)
	Who Watches the Watch Hounds?

The second floor is where the jeweler and his wife make their home. There’s another guard up here, but he’s fallen asleep in a chair. End him with an arrow to the face if you’re still in need of headshot kills. You can also perform a stealth takedown by sneaking into close range or you can simply sneak past him.

Pinch out the nearby candle and pillage the room. Collect two cups, along with the food on the table.

Thieving Challenge: “Extinguish 9 flames” (6/9)

Thieving Challenge: “Lift all loot items” (52/60)

Sneak into the room across the hall to find the jeweler’s wife sitting by the fire. There’s no need to knock her out; you can loot the room without detection. Raid the drawers of the south desk and small east table, and carefully swipe the cup from the table near the woman.

Thieving Challenge: “Lift all loot items” (56/60)

Return to the hall and silently enter the east bedroom, being careful not to alert the caged bird in the hall. Collect the newspaper that rests on the bed to obtain a new document.

GOODIE BOX
Document #6
Newspapers (3/13)
“Who Watches the Watch Hounds?”

Return to the hall and sneak to its north end. Don’t climb through the open window just yet, as there’s no coming back. Instead, swipe the cup on the table in the room with the jeweler’s wife, and collect the hairbrush in the east bathroom. Congratulations, you’ve now found every piece of loot in this chapter!

Thieving Challenge: “Lift all loot items” (60/60)

When you’ve finished looting the jeweler’s, climb through the open window at the north end of the residence’s hall to advance to the next area.

Objective 5: Continue to the Clock Tower

Area 11: Blackfurrow Alcove

Documents

Map Icon	Item(s)
	Lockdown!

You’ve bypassed the lockdown—now you just need to reach the clock tower. Drop from the jeweler’s window to reach a dark alley, and collect the newspaper on the nearby bench to acquire a new document.

GOODIE BOX
Document #7
Newspapers (4/13)
“Lockdown!”

After claiming the newspaper, pry open the window at the alley’s other end. Climb through to enter a small town house.

Area 12: Town House

The town house holds little of interest. Pinch out the candle if you like before exiting through the north door.

Thieving Challenge: “Extinguish 9 flames” (7/9)

Area 13: Blackfurrow

Exiting the house, you find yourself in another dark alley. Two guards are engaged in a discussion nearby. Sneak up to the crates behind them and have a listen.

If you’re feeling frisky, climb over the crate that’s directly behind one of the guards, then pick his pocket. The other guard is facing right at you, but the one you’re robbing is blocking his view, so you can’t be seen. Climb back over the crate afterward to return to the cover of darkness. (The other guard has nothing of value.)

Whether or not you choose to pickpocket the guard, slip through the shadows and head west along the alley. You soon find a tall crate; climb it to access the nearby porch.

Guards in the Alley

Loop around the porch until you notice two guards having a conversation. Their loud voices bother a woman who’s trying to sleep, and after a bit of verbal harassment, the guards eventually move away.

Continue sneaking through the alley, tailing the guards. They soon pause to light a wall brazier, then continue walking along. You have plenty of time to pick both guards’ pockets as you tail them after they light the first brazier, but you must steal their gold before they reach the second brazier, for they remain in position there once it’s lit.

After you pick the guards’ pockets, backtrack a bit and use water arrows to douse the two wall braziers they’ve lit. Don’t douse the final brazier that they remain near or you’ll raise their suspicions. Just douse the previous two braziers to complete your Thieving Challenge.

Thieving Challenge: “Extinguish 9 flames” (9/9)

Clock Tower Approach

After picking the guards’ pockets, look for a vertical pipe that you can climb to reach a higher walkway. Maneuvering past the guards, look for some climbable crates that lead to an upper ledge. Use them to reach higher ground.

At this point, you can simply cross the wooden beams and walkways to slip past the remaining guards and reach the clock tower. If you’re feeling more predatory, options abound for aerial takedowns. The stationary guard at the street’s north end is a prime target, as is the patrolling watchman.

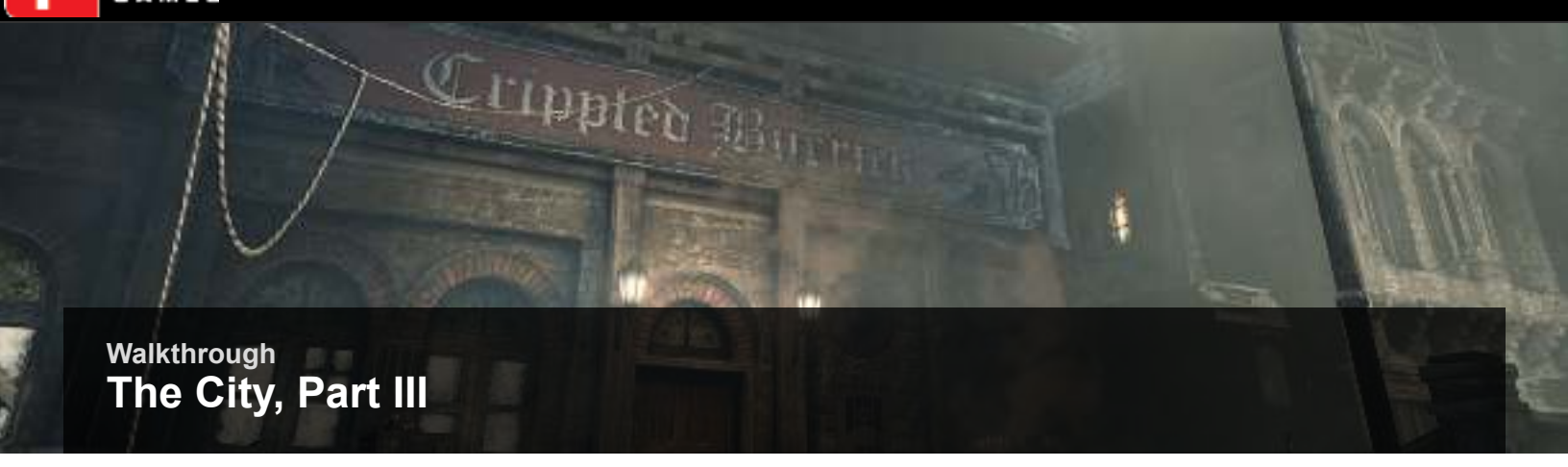
The two guards you tailed through the street can also be cleanly killed by dropping the overhead boards on them, just like the north guard back in Stonecutter’s Court. Target the rope’s hinge and unleash an arrow, then sit back and enjoy the carnage. This is likely to draw other guards to investigate, so don’t do this if you’re trying to ghost through the stage.

When you reach the street’s north end, simply scale the high north wall to conclude the chapter. You can also climb onto the east balcony and backtrack a bit to get the drop on the guards you followed before. So many options, so little time.

Chapter Recaps

Each time you complete a chapter, you receive a new document that’s filed under “Chapter Recaps.” The first of these is obtained after you complete Chapter 1: Lockdown.

GOODIE BOX
Document #8
Chapter Recaps (1/8)
“Chapter 1”



Walkthrough

The City, Part III

I stole the old book from the House of Blossoms for a man named Orion—the so-called voice of the people. He thinks he can save this city. From some of the things I've seen, I'm not sure it's worth saving. Regardless, the people regard Orion favorably, Basso included, and his followers, the Graven, are growing. Still, between the Baron, the gloom, and starvation, there's not much choice.

Objective 1: Explore the Clock Tower

Area 1: Clock Tower

With Chapter 3: Dirty Secrets completed, you once again find yourself in Garrett's private hideout, the Clock Tower. Take stock of your inventory, using the storage chest if you like before heading upstairs.

Garrett's ready for Jenivere this time, but the raven doesn't fly into the clock tower like normal. Instead, the master thief finds the poor bird dead on the floor. Something's gone wrong; you'd best hurry over to the Crippled Burrick.

Objective 2: Go to the Crippled Burrick

Area 2: Clock Tower Plaza

Just outside the Clock Tower, you're treated to the gruesome sight of a man being hung by the Baron's Watch. Apparently the man had been associating with something called the "Graven movement." Terrified, the gathered masses begin to shout that no one is safe from the Baron's wrath.

Area 3: The Crippled Burrick

Arriving at the Crippled Burrick, Garrett finds Orion rifling through Basso's office. It seems that the unfortunate fence has been hauled off to the Keep—the Baron's mighty stronghold. In addition, Orion confirms that he is, in fact, the leader of the Graven: a clandestine group of civilians that stands in staunch opposition to the Baron. Orion warns that Garrett can't simply break into the Keep. He advises that the master thief speak with a Graven named Jacob, who has been studying the Keep for some time and should be able to impart useful information.

Objective 3: Go to Greystone Plaza

Leave Basso's office and visit the nearby shady merchant. The peddler now offers two new trinkets: the warm vest and the doctor's orders. Trade with the merchant, ensuring that you have at least one rope arrow and one broadhead arrow for the coming mission. Consider paying a visit to the Queen of Beggars to obtain more Focus points as well.

Area 4: Ector's Emporium

You obviously can't accept any new side jobs from Basso at this point, but client jobs are another matter. Swing by Ector's Emporium, and the busy inventor will offer you a new client job entitled "Silence is Golden." Go ahead and accept this job, then follow your new objective into Baron's Way South.

> **Note**
>
> Vittori has no new jobs to offer you at this time, so don't bother visiting him at Siren's Rest.

Area 5: Baron's Way South (Stonemarket)

Documents	
Map Icon	**Item(s)**
	Bill of Consignment

When you arrive at Baron's Way South, look up and notice a deceased thief hanging from a rope at the street's south end. Knock down the unfortunate thief with a blunt arrow, then carefully avoid the guards as you move to search his body.

The thief had been carrying a document. Collect it from the ground near his body to obtain the a clue that points you to a pawnshop in South Quarter. Follow your objective marker into the South Quarter district, heading for the pawnshop.

GOODIE BOX
Document #69
Ector Client Jobs (8/21)
"Bill of Consignment"

Area 6: Baron's Way South (South Quarter)

Go southward through South Quarter, passing through the Canal area on your way to Baron's Way South. Once you arrive there, climb the rope that you lowered during your previous explorations of this district to reach a high ledge and a window that can be pried open.

Pry open the window, then pass through the apartment beyond to reach another window that can be pried open. Do so to exit back out onto another high ledge above Baron's Way South.

Now simply cross the narrow beams that span the street, following your objective marker to a small storeroom. Go through the storeroom's door to begin Ector's "Silence is Golden" client job.

Area 2: Clock Tower Plaza (Revisited)

After you've completed Ector's "Silence is Golden" client job, return to Clock Tower Plaza and avoid the guards as you move north down the street. Follow the street to its north end and enter the tunnel to reach the Gullet. Scale the Gullet's north ladder and then maneuver past a cluster of crates to reach Baron's Way North.

Area 7: Baron's Way North (Stonemarket)

As you enter Baron's Way North, you catch sight of a crowd that's gathered in the street. The people are preaching the Graven's agenda, and the Baron's Watch seem to have their hands full in preventing a full-scale riot. Sometimes it's nice being an uninvested third party. Still, don't let the guards catch sight of you, or you'll draw their ire.

Instead, sneak west down the street unseen. Keep going until you reach the northwest gate, and go through to begin your rescue mission.

Walkthrough

The City, Part IV

Thanks to the General, that was a narrow escape from the Keep; my hand is evidence of that. Still, finding the Primal Stone piece in the great safe was a surprise. Not thought about that since the accident. Between ghosts and Graven it's getting hard to think straight. What did Erin say in the vision? Go to Moira Asylum. Away from the crazies on the street and off to the crazies on the island.

Objective 1: Meet Basso at the Siren's Rest in South Quarter

Area 1: Clock Tower

After taking several days to recover from his daring escape from the Keep, Garrett is finally ready to continue with his adventures in the City. His next task is clear: meet Basso at the Siren's Rest tavern. Leave the Clock Tower when you're ready to advance.

Area 2: Clock Tower Plaza

As you exit the Clock Tower, you catch sight of a mob of Graven in open revolt. One of them runs through a member of the Baron's Watch, murdering the watchman in cold blood. The Graven are growing increasingly brazen, and anyone might become the target of their wrath—including you. From this point forward, strive to avoid all persons in the City, both guards and Graven alike.

> **Note**
>
> Graven can be easily identified by the splashes of red paint across their faces and torsos. That, and the fact that they're armed.

The Siren's Rest is your next objective, and it lies at the far end of the South Quarter district. If you like, rather than traveling all the way through Blackfurrow, simply pry open the Watch Council's Office window and cut through the office to quickly reach Baron's Way South.

Area 3: Baron's Way South

Drop from the Watch Council's Office window and stroll south down the street without fear; the Graven have yet to invade this section of the City. The Baron's Watch are still on guard, however; keep to the east shadows as you near the south watchtower and vault a railing to avoid the guards on your way to the South Quarter gate.

South Quarter District

Common Loot

Map Icon	Item(s)
	Necklace
	Pile of coins
	Pile of coins
	Pile of coins
	Pile of coins

Documents

Map Icon	Item(s)
	Little Lucy's Last Letter
	White Sail Goods Census

Area 4: Glimmer Lane

Use Glimmer Lane as you've done before to avoid the guards who patrol Baron's Way North. Go south to reach the canal.

Area 5: Canal

Knock out the lone crossbow guard who watches over the canal, then vault the south railing to reach its lower walkways. Sneak east and climb through an open window to enter a bedroom, then pry open the south window to advance to the Skinmarket.

Area 6: Skinmarket

Wait a moment and take out the Skinmarket's patrolling guard with an aerial takedown, then drop to the alley and scale the south wall to reach the rooftops of Raker's Ditch.

Area 7: Raker's Ditch

Go south until you descend a sloped roof. Turn right and scale a wall to enter Eel's End.

Area 8: Eel's End

You're home free once you hit Eel's End. Simply move through the dark south alley to reach the Docks. The Siren's Rest tavern is just ahead.

Area 9: Siren's Rest

Garrett finds his old friend Basso at Siren's Rest, self-medicating with stiff drinks. The master thief wishes to sail to Moira Asylum, and Basso agrees to take him there by boat whenever Garrett is ready.

Objective 2: Get to the Boat

You're now able to set sail for Moira Asylum and begin the next story chapter. But before hurrying off to your next objective, consider undertaking Basso's latest selection of side jobs.

Basso's Side Jobs: Round 3

"Shark Bait": Plunder Eddy Levack's office in Eel's End.

"Fit for a Queen": Retrieve "Comfort's" necklace in Skinmarket.

"Casing the Cargo": Steal the Watch census in the Fish-Hawker's Market.

"Poor Protection": Plunder the Eelbiters' stash in Glimmer Lane.

Note

The "Poor Protection" side job will not be available if you already collected the pile of gold coins in the booby-trapped cabinet in the Eelbiters' Squat.

Note

Vittori has a new job for you as well. Go upstairs and speak with him to accept his "The Carnal Connoisseur" client job.

Shark Bait

Trade with the shady merchant if you like, then leave the tavern and head north into Eel's End. Climb the hanging rope near the little dock to the west to reach the upper beams and walkways.

Cross the beams and walkways to reach another hanging rope to the north. Climb it and then pry open a window to enter an area you couldn't visit before.

Area 10: Eddy Levack's Office

Common Loot

Map Icon	Item(s)
	Pocket portrait
	Gold coin
	Pile of coins
	Pile of coins
	Pile of coins
	Coin purse
	Pocket watch

Documents

Map Icon	Item(s)
	Levack's Debt Register

There are no enemies in this small office, but the office does feature a dangerous trap. Collect the pocket portrait from the south stairs, then crouch and sneak across the trap. The trap will go off, but you won't be harmed as long as you remain crouched.

Caution

Avoid the wall safe for now; attempting to open it would be fatal.

Garrett's Challenge: "Find all City loot" (268/398)

Collect the gold coin and pile of coins behind the counter, then smash the red vase inside the cabinet to discover a hidden button. Press it to open the nearby door.

Garrett's Challenge: "Find all City loot" (270/398)

Hack the control box in the back room to disable the office's trap. Swipe the pile of coins off the desk and inspect the book to gain a new document. Raid the desk's drawers to claim another pile of coins and a swollen coin purse.

GOODIE BOX
Document #80
South Quarter (10/14)
"Levack's Debt Register"

Garrett's Challenge: "Find all City loot" (273/398)

Return to the wall safe and pick its lock to claim the pocket watch within—Eddy Levack's last valuable. This completes Basso's "Shark Bait" side job. Exit the office with your plunder.

Garrett's Challenge: "Find all City loot" (274/398)

Fit for a Queen

Descend the rope outside the office and leap to the beams below. Leap north to quickly reach Skinmarket, then sprint east and open a door to enter a small apartment.

You've already raided this room. Approach the window to find the rope you stuck into the overhead anchor beam still hanging where you left it. Descend the rope and leap through the lower window to enter Little Lucy's apartment.

You've plundered this room before as well, but now its owner is here. Unfortunately, Little Lucy has met an untimely end. Collect the note she's left.

GOODIE BOX
Document #81
South Quarter (11/14)
"Little Lucy's Last Letter"

Climb back up your rope and backtrack through the upstairs apartment. Sprint west down Skinmarket and scale the north wall to reach the upper ledges. Pry open the window that's marked as your objective to visit another apartment that you've already explored.

Inside the room, you find a woman sobbing over the corpse of a dead Eelbiter. It's a sad scene, but you're only here for Comfort's necklace. Swipe it off the table to complete Basso's "Fit for a Queen" side job.

Garrett's Challenge: "Find all City loot" (275/398)

Casing the Cargo

Leave the apartment and go east across Skinmarket's upper ledges. Pry open the last window on the left to enter a town house in the canal area.

You've already plundered this town house. Exit through the downstairs door, then scale the north wall and go east into the Fish-Hawker's Market.

Beware: Graven now control the Fish-Hawker's Market. Be very careful to avoid detection as you climb the rope you lowered during your previous explorations of this area. Leap to the ledges above the west street, then cross the narrow beam to revisit the Watch Office.

You've cleaned out this office before as well, but now there's a suspicious painting on the wall. Search its frame to find a switch; press it to make the painting slide away, revealing a button.

Press the button to open a secret compartment in the office's floor. Swipe the census book to complete Basso's "Casing the Cargo" side job.

GOODIE BOX
Document #82
South Quarter (12/14)
"White Sail Goods Census"

Poor Protection

Exit the Watch Office and slide down your rope to return to the street. Climb the west wall to return to the canal, then go west and climb a rope to reach the canal's upper walkways. Vault the north railing and sprint north to Glimmer Lane.

Look for a mattress that lies on a porch, and climb the nearby wall to enter the Eelbiters Squat. You've already looted this place, but now you can finally collect the gold in the cabinet. Take all four piles of coins to clean out the Eelbiters again and complete Basso's "Poor Protection" side job.

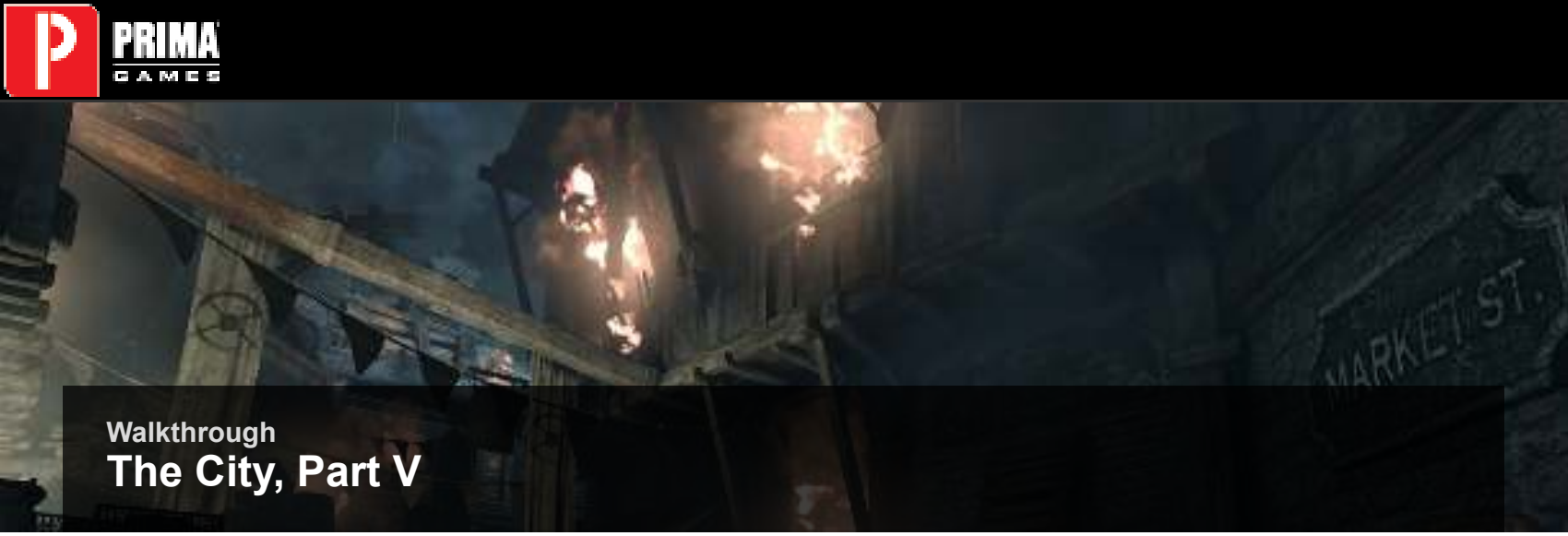
Garrett's Challenge: "Find all City loot" (279/398)

Note

You're now very close to the entrance to Vittori's "The Carnal Connoisseur" client job. Exit the Eelbiters Squat through the west window and maneuver around the outdoor ledges to reach the job's entry door.

Shoving Off

After you've completed all of your available side jobs, it's time to move on. Return to the South Quarter's Docks area and trade with the shady merchant in the Siren's Rest tavern before climbing into Basso's boat and setting sail for Moira Asylum. You can't go wrong with a quiver full of fire arrows heading into the next mission. (A rope arrow or two wouldn't hurt, either.)



Walkthrough

The City, Part V

Erin's alive. Somehow that doesn't make me feel any better. She's spending more time in my head than I do. Seems the Primal energy's inside her and she's corrupted it somehow. That damage is still there, seeping out through the walls of Moira because of Northcrest's experiments. Is that why he took her away? There's only one man with the answers I need right now: the Baron.

Objective 1: Get to Northcrest Manor in Auldale

Area 1: Clock Tower

The following night, Garrett prepares to infiltrate the Baron's manor in Auldale. Take stock of your gear in the Clock Tower before exiting to the plaza.

Area 2: Clock Tower Plaza

A familiar sight greets you outside the Clock Tower: A man is hung from the Watch Council Office's balcony. But this time, the hangman is one of Orion's Graven, not a member of the Baron's Watch, and the crowd rejoices at the horrific display. It seems that the Graven's grip on the City is growing ever tighter.

Your objective lies in Auldale, and the fastest way there involves sneaking through the Watch Council's Office. But before you go there, take a moment to visit your old pal Basso at the Crippled Burrick tavern.

Area 3: The Crippled Burrick

Basso has prepared a new selection of side jobs for you. Accept them all so that you can help out your buddy and earn a little extra coin in the process.

Basso's Side Jobs: Round 4

"Check, Mate": Steal back Basso's chess piece in Mourningside.

"Long Drop Full Stop": Retrieve Basso's pen in Blackfurrow.

"Eyes on the Prize": Steal the telescope mechanism in the Canal.

"The Path to Riches": Steal White Sail's documents in the Fish-Hawker's Market.

"A Grave Matter": Steal Grandpa's ashes in Market Street.

Check, Mate

Basso's nearest job lies just to the north, in Mourningside. Trade with the shady merchant on your way there, and make sure that you're carrying a full supply of rope and blunt arrows.

After trading with the merchant, pass through the nearby gate to enter Mourningside. Go north until you reach two citizens huddled next to a brazier. Climb the nearby crate to find a high window that you can pry open to enter this building, which you couldn't explore before.

Area 4: Archie Maxwell's House

Common Loot

Map Icon	Item(s)
Entry Room	
	Teapot
	Teacup
	Teacup
	Pen
	Pen
	Ink bottle
First Floor	
	Teapot
	Teacup
Basement	
	Chess piece
	Necklace

Burial Chamber	
	Ancient armlet
	Ancient vessel
	Ancient vessel
	Ancient ingot
	Ancient ingot

Collectible Loot

Map Icon	Item(s)
Burial Chamber	
	Harlequin Bracelet

Documents

Map Icon	Item(s)
Entry Room	
	Archie Maxwell's Diary
Basement	
	Archie Maxwell's Notes

Beware: Archie Maxwell is at home. He's also armed, so proceed with caution. Snuff out the candles in the entry room, then loot the room to find a teapot, two teacups, two pens, an ink bottle, and a book that provides an informative document.

GOODIE BOX
Document #129
Stonemarket (21/33)
"Archie Maxwell's Diary"

Garrett's Challenge: "Find all City loot" (285/398)

Sneak downstairs to find Archie fixing himself a snack. Slip behind him and knock him out, then swipe the teapot and teacup off the nearby shelf before heading downstairs to the basement.

Garrett's Challenge: "Find all City loot" (287/398)

Beware: Archie has set up traps in the basement. Open the basement door and climb onto the nearby shelf to reach a high control box. Hack it to disable the room's traps.

With the traps disabled, move around the central shelves to find a combination lock built into the wall near a small, candlelit table. A clue to the combo you need is found in the diary that you discovered upstairs.

Enter the proper combo, and the wall slides away, revealing the chess piece you seek, along with a necklace and diary that provides another document. Collecting the chess piece completes Basso's "Check, Mate" side job. If you're having trouble opening the safe, the proper combination is 7, 7, 6.

GOODIE BOX
Document #130
Stonemarket (22/33)
"Archie Maxwell's Notes"

Garrett's Challenge: "Find all City loot" (289/398)

You've found what you came for, but Archie's abode holds a few more secrets. Backtrack to the basement stairs, but don't go upstairs. Instead, open the nearby vent and sneak through a crawl space to reach a secret back room.

The back room appears to be empty, but looks can be deceiving. Turn off the lights, look up near the ceiling, and use Focus to spy four little buttons, two on either side of the room. Use blunt arrows to trigger all four buttons. Panels then slide away in the floor and ceiling, exposing an overhead anchor beam and a secret room far below.

Fire a rope arrow into the anchor beam, then descend your rope to reach a secret burial chamber beneath Archie's house. Be careful not to fall or your bones will join those of the ancient dead below.

The burial chamber houses a number of valuables, including an ancient armlet, two ancient vessels, two ancient ingots, and a collectible loot item. A poppy also grows in the corner. Give the chamber a thorough search, then climb back up your rope and backtrack out of Archie's house.

GOODIE BOX
Collectible Loot #61
The Mortal Coils (5/6)
"Harlequin Bracelet"

Garrett's Challenge: "Find all City loot" (294/398)

Long Drop, Full Stop

Make your way south through Stonemarket, heading into Blackfurrow on your way to Basso's next job. Avoid or slay the raving Graven as you move to Blackfurrow's south street, which connects to Moorsditch. Don't enter Moorsditch, but climb the ladder on the side of the south building marked "Luncheons Dinners & Teas." (You knocked down this ladder during your first trip around the City, but you can also use a blunt arrow to lower it if need be.)

After climbing the ladder, turn around and cross a narrow beam to reach the south ledge.

Turn right when you reach the ledge and go east. Hack a control box on the wall near the ledge's gap to extend the ledge behind you.

Backtrack west along the ledge and move to its west end. Look up and stick a rope arrow into the nearby anchor beam, then leap over to the south ledge. Pry open the window here to visit another building you couldn't have entered before.

Area 5: Hangman's Apartment

Common Loot

Map Icon	Item(s)
	Picture frame
	Fork
	Knife
	Pen
	Surgical scissors

Documents

Map Icon	Item(s)
	Hangman's Memoirs

Swipe the picture frame off the shelf as you enter this small apartment, then search the south bookshelf for a hidden trigger book. Pull the trigger book to uncover a secret back room.

Garrett's Challenge: "Find all City loot" (295/398)

It seems the hangman has a taste for devouring his own victims. Search the sickening back room to discover a fork, knife, some surgical scissors, and the pen that you seek. Collecting the pen completes Basso's "Long Drop, Full Stop" side job.

Inspect the nearby book as well to claim a new document that provides further insight into the hangman's disturbing habits.

GOODIE BOX
Document #131
Stonemarket (23/33)
"Hangman's Memoirs"

Garrett's Challenge: "Find all City loot" (299/398)

The Path to Riches

Leave the hangman's apartment and slide down your rope to reach the street. Go east, maneuvering past some crates to reach Baron's Way South. Sneak past the Graven mob once you get there, or simply sprint east, rushing through the gate that leads into South Quarter.

Down in South Quarter, use Glimmer Lane to avoid the patrolling Graven in the street as you've done before. Go south into the canal area, then sneak past the crossbow Graven and climb the east wall.

Move east across the low rooftops to reach a window that you can pry open. Do so to enter another building you couldn't visit before.

Area 6: Illyrian Traders

Common Loot

Map Icon	Item(s)
	Gold coin
	Gold coin
	Coin purse
	Pen
	Telescope

You've never been able to explore this part of the Illyrian Traders shop before. The body of the office clerk lies on the floor, so he clearly won't be a problem. Collect the two gold coins on the scale, and search the small table's drawers to find a coin purse.

Garrett's Challenge: "Find all City loot" (302/398)

The room features a pressure plate, and stepping on it causes a secret door to open in the nearby wall. Unfortunately, the door closes the moment you move off the plate.

A master thief uses everything at his disposal to get the job done. Pick up the dead clerk's body, move over to the pressure plate, and press the Cancel button to place the body on the plate. The plate will then remain depressed, keeping the secret door open.

Pass through the secret door to visit a small back room. Hack the control box on the wall to unseal the office's other door, then search the desk to find a pen.

Garrett's Challenge: "Find all City loot" (303/398)

Backtrack to the door and pick its lock to access another back room. This one features a rope that leads down to a lower floor. Descend the rope to reach a small storage room.

Open the small box to find a water arrow and a broadhead arrow, then search the small desk's drawer to find the telescope you seek. That wraps up Basso's "Eyes on the Prize" side job; climb back up the rope and exit the office.

Garrett's Challenge: "Find all City loot" (304/398)

The Path to Riches

After leaving the Illyrian Traders, go east across the nearby roof to reach the Fish-Hawker's Market. Keep to the shadows and carefully sneak past the patrolling Graven here as you make for the northeast rope. Beware of alerting the caged dogs as you near the rope.

Climb the rope and leap to the north ledge to reach a window that you can pry open. Do so to enter another building you couldn't explore before.

Area 7: White Sail's Office

Common Loot

Map Icon	Item(s)
	Candlestick
	Pen
	Picture frame
	Scissors
	Cup
	Earrings
	Scissors
	Gold coin
	Gilded bottle
	White Sails Trading Routes

Documents

Map Icon	Item(s)
	White Sail Captain’s Notes

The White Sail’s office is unguarded and filled with plunder. Swipe the candlestick off the reception desk, then check its drawers to find a pen and book that provides a new document. Go downstairs to collect a picture frame, two pairs of scissors, a cup, some earrings, and a gold coin.

GOODIE BOX
Document #132
South Quarter (13/14)
“White Sail Captain’s Notes”

Garrett’s Challenge: “Find all City loot” (312/398)

You’ve searched this office quite thoroughly, but you’ve yet to find the document you seek. Look up to see an overhead anchor beam. Lodge a rope arrow into the beam, then climb up.

Leap from your rope to reach a high shelf. Collect the gilded bottle up here, along with the document you seek. This document counts as a common loot item, and collecting it completes Basso’s “The Path to Riches” side job.

Garrett's Challenge: "Find all City loot" (314/398)

Vittori's Last Act

Leave the White Sail's office and make your way south, heading for the Siren's Rest tavern. Speak with Vittori once you arrive and accept his final client job: "Sideshow Attraction." Restock your rope arrows and other resources with the tavern's shady merchant. When you've finished, make the long trek back up north, returning to Baron's Way South in the Stonemarket district.

A Grave Matter

Keep to the shadows in Baron's Way South, heading for the watchtower. Sneak behind the tower and vault the north railing to reach a shadowy porch. Remain here and wait for two Graven to approach from the north; one of them carries a torch.

When the two Graven turn around and begin to walk north, sneak behind them in pursuit. Don't harm them, and keep enough distance so that you aren't illuminated by the light of their torch. Otherwise, the Graven near the watchtower may spot you.

Keep sneaking north until you spot a dark alley on your left. Duck into this alley before the Graven you're chasing round on you.

Wait in the alley until the Graven move past, then exit the alley and head north to Market Street.

Area 8: Market Street

Common Loot

Map Icon	Item(s)
	Flask
	Pocket watch
	Coin purse
	Scissors

Collectible Loot

Map Icon	Item(s)
	Archibauld Northcrest's Obelisk

As you enter Market Street, you see more Graven murdering a member of the Baron's Watch in cold blood. Don't approach these vicious zealots, but look up and spot an anchor beam beyond a hole in the roof above you. Fire a rope arrow into the beam and climb up to enter the Watch Customs Office.

Area 9: Watch Customs Office

Common Loot

Map Icon	Item(s)
	Urn
	Letter opener
	Ink bottle
	Pen
	Flask
	Pen

Documents

Map Icon	Item(s)
	Register of Stolen Goods

Beware: The Watch Custom's Office is filled with lethal traps. Use Focus to identify the pressure plates, then carefully leap from your rope to ensure you don't land on any of them.

Sneak past the pressure plates to reach the control box on the far wall. Hack it to disable the traps, and open the nearby locked door.

Raid the small office's desk and cabinets to find some food and a variety of loot, along with a document. Collect the urn in the locked cabinet to complete Basso's "A Grave Matter" side job. Climb through the open west window to reach the high ledges at the north end of Baron's Way South.

GOODIE BOX
Document #133
Stonemarket (24/33)
"Register of Stolen Goods"

Garrett's Challenge: "Find all City loot" (320/398)

Area 10: Baron's Way South

Common Loot

Map Icon	Item(s)
	Bracelet
	Pile of coins
	Watch medal

Maneuver around the high ledges after climbing through the Watch Customs Office's open window. Leap to the west ledge and climb through another open window to visit a small bedroom.

You may have spied this bedroom before through a peephole, but this is the first time you've been able to enter it. Loot the bedroom to score a bracelet, a pile of coins, and a Watch medal. These are the last of the goodies that Baron's Way South has to offer.

Garrett's Challenge: "Find all City loot" (323/398)

Backtrack across the ledges and reenter the Watch Customs Office. This time, climb through its open east window to reach the Watch Customs Yard.

Area 11: Watch Customs Yard

This small yard is free of threats and plunder. Climb the southeast crates to discover a poppy in the corner, then climb back over the crates and unscrew the northeast vent. Sneak through the crawl space beyond.

Area 12: Watch Station Plaza

The crawl space leads to a plaza that's patrolled by a lone, torch-carrying Graven. Remain in your entry shed until the Graven moves to relieve himself near the southeast crates, then sneak behind him and put out his lights.

Note

You're now very close to one of the two entrances to Vittori's final client job, "Sideshow Attraction." Feel free to take on this job.

With the torch Graven down, snatch the pocket watch off the nearby table, then go north and swipe a flask off another table. Open this same table's small locked box to claim a broadhead arrow and a water arrow as well.

Garrett's Challenge: "Find all City loot" (325/398)

Now check the obelisk that stands in front of the Watch station. It features a familiar plaque. Unscrew it to claim another of these fine collectibles.

GOODIE BOX
Collectible Loot #62
City Heritage Plaques (14/16)
"Archibauld Northcrest's Obelisk"

Ector's Keep-sake

"Now that you've discovered the City's third obelisk, you can obtain the collectible on display in Ector's Emporium. Run around the City and press the obelisk switches in the following order: Kaitlin Court, Watch Station Plaza, and Moorsditch. Then visit Ector's Emporium to find the Golden Keep free for the taking!"

GOODIE BOX
Collectible Loot #63
Unique Loot (7/9)
"The Golden Keep"

The Graven in the street are nothing but trouble. Avoid them by entering the northwest shed to discover a rope that leads down to an underground passage.

Underground Passage

Common Loot

Map Icon	Item(s)
	Letter opener
	Pocket watch

Documents

Map Icon	Item(s)
	Bait and Switches 4

After descending the rope, unscrew the nearby vent and enter a crawl space. You can also opt to enter Vittori's "Sideshow Attraction" client job via the nearby gate.

Beware: When you exit the crawl space, you'll be in a small room with an unwary Graven. Knock out the Graven from behind, then collect the document on the desk. Search the desk's drawers to find a letter opener and a valuable pocket watch.

GOODIE BOX
Document #134
Stonemarket (25/33)
"Bait and Switches 4"

Garrett's Challenge: "Find all City loot" (327/398)

You've hit a dead end, so backtrack through the crawl space and continue exploring the underground passage. It's not long before you encounter a shady merchant. Refill your quiver before moving on.

When you reach the passage's end, climb up into a high crawl space. Navigate the crawl space, climbing to higher passages until you at last reach a vent. Unscrew the vent to return to Market Street.

Area 8: Market Street (Revisited)

Nice work; you've circumvented the Graven in the street. Proceed to Market Street's north end to reach the gate that leads to Northcrest Manor.

Fish Shop

Before going through the gate, vault the crates to the west and pry open a window to visit a small fish shop.

Collect the food and coin purse on the shop's table, then swipe the scissors off the crate in the back. There's nothing else of interest here, so exit to the street.

Garrett's Challenge: "Lift all City loot" (329/398)

To Northcrest Manor

It's been fun, but the time has come to track down the Baron. Pass through the nearby gate at Market Street's north end to begin your infiltration of Northcrest Manor.

Walkthrough

The City, Part VI

The Baron told me I have the final piece of the Primal Stone in my eye. Northcrest's more broken than his city! Brother versus brother. It seems Orion . . . "Aldous," has an agenda after all. If he really has found a cure for the gloom, then it must be something to do with the Primal in Erin. And if Orion tries to cure the City with that, he's going to create something far worse than the gloom.

Objective 1: Reach the Cathedral in Old Quarter

Area 1: Clock Tower

Garrett finds the Queen of Beggars awaiting him in his hideout. The wise woman sheds new light on Erin's plight and hints at where the final piece of the Primal Stone can be found. Orion has it, and he must be confronted.

Area 2: The Crippled Burrick

You know the drill: Head to the Crippled Burrick and speak with your old pal Basso to acquire his final set of side jobs. Three of these can be accomplished along the way to the next mission, while one of them takes place way out in South Quarter.

Basso's Side Jobs: Round 5

"The Rule of Thumb": Steal Jeb's scissors in South Quarter.

"The Witch of Stonemarket": Steal the ritual knife in Muddler's Row

"The Point of No Return": Steal the Stumble Gate store's loot in Muddler's Row.

"The Tinker's Trinket": Steal the Thief-Taker's trinket in Grandmauden.

The nearby shady merchant now offers two very expensive trinkets: the Worldslayer, which massively increases your maximum health and Focus energy, and the Spectral Aspect, which greatly reduces your chances of being seen by enemies. The former is great for aggressive playstyles, while the latter is ideal for stealth aficionados. Fill your quiver with rope arrows as always, and consider paying the Queen of Beggars a visit if you're looking for more Focus points.

Note

Ector also has a new job for you. Visit him to obtain his final client job.

The Rule of Thumb

Since it's so far out of the way, let's go after the side job in South Quarter first. Go south into Blackfurrow, hopping the crates and maneuvering past the clutter to enter Baron's Way South.

Eelbitten City

With the Baron's Watch decimated by the Graven, and the Graven flocking to the cathedral in Old Quarter, the Eelbiters now control most of the City. What's left of it, anyway!

Descend your rope and backtrack out of the crawl space. Sneak past the Eelbiters in the street as you head for the South Quarter gate. When you arrive in South Quarter, duck into Glimmer Lane as you've done before. As you near the south end of Glimmer Lane, look up to spy an anchor beam beyond a hole in the overhead roof. Fire a rope arrow into the beam, then climb into the loft above. Pry open a window here to explore a building you couldn't have searched before.

Area 3: Baron's Way South (Stonemarket)

Common Loot

Map Icon	Item
	Baron's bust

Busted

As you enter Baron's Way South, notice a vent in the wall just beyond the clutter, near the entrance to the Lockdown mission replay. Use the wrench to unscrew this vent and enter the crawl space beyond.

Navigate the crawl space to reach a small room. Look up and lodge a rope arrow into the overhead anchor beam, then climb up to a small, secret loft.

The loft features a valuable Baron's bust. You could have collected this earlier, but better late than never!

Garrett's Challenge: "Find all City loot" (330/398)

Area 4: Jeb Chokes's Hideout

Common Loot

Map Icon	Item(s)
	Scissors
	Bracelet
	Ink bottle

Collectible Loot

Map Icon	Item(s)
	Iris Brooch

Documents

Map Icon	Item(s)
	Jeb Chokes' Notebook

The moment you enter Jeb Chokes's hideout, immediately swoop into the far bedroom and knock out the villain from behind. If you're quick, you can KO Chokes before he turns around and begins to walk around his hideout. Hiding from Jeb is difficult even if you snuff out the hideout's candles, so taking him out first is ideal.

Search Jeb once he's down to steal the scissors he carries. This completes Basso's "The Rule of Thumb" side job, but you're not finished here yet. Collect the bracelet and book on the chair to gain a new document, and search the cabinet to find an ink bottle.

GOODIE BOX
Document #161
South Quarter (14/14)
"Jeb Chokes' Notebook"

Garrett's Challenge: "Find all City loot" (333/398)

Smash the cabinet's vase to discover a hidden button. Press the button to make the far table slide away, revealing a small nook with a collectible. Claim this last bit of loot before leaving Chokes's abode.

GOODIE BOX
Collectible Loot #72
Flowers Eternal (6/6)
“Iris Brooch”

To Grandmauden

Backtrack to Stonemarket, going north up Glimmer Lane and passing through the gate to return to Baron’s Way South. Sneak around the watchtower here as you’ve done before, then look for a chance to swoop across the street, heading directly for the west clutter. The nearby Eels may become curious or even suspicious as you swoop past, but you can maneuver through the crates and escape into Blackfurrow before they can react.

Once you’re in Blackfurrow, cut directly east to enter Moorsditch without being spotted. Scale the north wall to reach the rooftops, then go north, heading for the Clock Tower. When you notice the tunnel that’s marked “Grandmauden,” drop and carefully pass through, being careful not to be spotted by the nearby mob or the patrolling Eel. (Neutralize the Eel if it makes things easier.)

Sneak south down the street beyond the tunnel, heading for the far gate. This gate was always sealed before, but now it’s open a crack. Slip through to reach the next area.

Area 5: Grandmauden

Common Loot

Map Icon	Item(s)	Found?
Grandmauden		
	Coin purse	
	Vase	
	Earrings	
	Picture frame	
	Ashtray	
	Flask	
	Picture frame	
	Coin purse	
	Wineglass	

	Coin purse
	Gold coin
	Gold coin
	Flask
	Pocket watch
	Earrings
	Flask
	Flask
	Picture frame
	Pen
	Ink bottle
	Picture frame
	Coin purse
Muddler’s Row	
	Candlestick
	Cup
	Flask
	Cup
	Knife
	Coin purse
	Vase
	Letter opener
	Pen
	Ashtray
	Ashtray
	Pile of coins
	Pile of coins
	Pile of coins

	Ashtray
Muddler’s Row continued	
	Vase
	Earrings
	Knife
	Cup
	Candlestick
	Candlestick
	Necklace
	Cup
	Baron’s bust
	Knife
	Fork
	Spoon
Shinsworth Lane	
	Coin purse
	Pile of coins
	Flask
	Vase
Muddler’s Row Apothecary	
	Coin purse
	Necklace
	Fork
	Knife
	Picture frame
Stumble Gate General Store	
	Pile of coins
	Cup

	Coin purse
	Coin purse
Shemenov Blade & Filigree	
	Cup
	Watch medal
	Pocket watch

Collectible Loot

Map Icon	Item(s)	Found?
Muddler's Row		
	Ghost Girl	
Grandmauden		
	Dawn Gauzy	

Documents

Map Icon	Item(s)	Found?
Muddler's Row		
	Closet Note	
	Candlewax Ritual Book	
	Wax Witch's Journal	
	Sloop Recipe	
Shinsworth Lane		
	Boris' Debt Register	
Stumble Gate General Store		
	Petty Thief Diary	
Shemenov Blade & Filigree		
	Thief-Taker General's Order	
Grandmauden		
	Graven Notes	

Like most of the City, Grandmauden is burning. Look up as you enter the area and spy two anchor beams and a raised footbridge. Use a blunt arrow to knock down the footbridge, then stick two rope arrows in the anchor beams.

Climb the lower rope to reach the footbridge. Collect the coin purse in the bird's nest, then grab the other rope and climb up even higher.

Garrett's Challenge: "Find all City loot" (334/398)

Leap through an open window to enter a small bedroom. Collect a vase and some earrings from the room before returning to your rope.

Garrett's Challenge: "Find all City loot" (336/398)

Climb back down your rope and return to the footbridge. Look up and spy another raised footbridge above you. Knock this one down with a blunt arrow as well. You can't reach this footbridge yet, but you'll use it soon enough.

Drop to the street and move west. Swoop through the light cast by the roaring fires to avoid detection by the Graven around the west watchtower. Turn right and enter the north alley, which is known as Muddler's Row.

Note

As you enter Muddler's Row, you'll be right near the entrance to Ector's final client job, "Heartbroken."

Area 6: Muddler's Row

Climb the wall on your right as you enter Muddler's Row to reach the rooftops.

Go east and then north across the roofs, crossing a walkway to reach another roof. Once you're across, turn around and fire a blunt arrow at the pulley on the side of the nearby building. This knocks down a footbridge, allowing you to cross over and enter the building.

Swipe the candlestick, cup, and note off the table inside the building, then raid the nearby cabinet for a flask, cup, and knife.

GOODIE BOX
Document #172
Stonemarket (26/33)
"Closet Note"

Garrett's Challenge: "Find all City loot" (341/398)

Search the bookshelf to discover a trigger book, then pull it to make the shelf slide away, revealing a secret closet. The corpse of an unfortunate man has been hidden here. Collect the coin purse and a vase on the shelf, then leave this disturbing residence.

Garrett's Challenge: "Find all City loot" (343/398)

Back out on the rooftops, go east and climb a nearby ladder to reach a loft. Hop through the open window to visit another apartment.

Search the desk's drawers to find a letter opener and a pen. Prying open the apartment's window provides a shortcut back to Clock Tower Plaza, placing you right near Garrett's hideout. Feel free to return there if you wish to stock up on items.

Garrett's Challenge: "Find all City loot" (345/398)

Area 7: Shinsworth Lane

Backtrack out of the apartment and go north along the rooftops. As you do so, you'll transition into Shinsworth Lane. Smack a crank with your blackjack to lower a ladder down to the street level. This will raise the curiosity of the stationary crossbow Graven below, but he won't detect you.

Ignore the ladder and travel to the northeast to reach a nook in the east wall. Climb the rope that hangs here to reach a small loft.

Grab the coin purse and pile of coins in the loft, then descend the rope. Go west across the roofs, returning to Muddler's Row.

Garrett's Challenge: "Find all City loot" (347/398)

Area 6: Muddler's Row (Revisited)

Spy some hanging crates near the west building and use a blunt arrow to knock them down. This will send the torch-carrying Graven in the nearby street into a frenzy, but he won't detect you.

Ignore the crates for the moment and cross the nearby stone walkway to reach the west porch. Ignore the locked door here as well and vault the south railing to collect an ashtray that sits on a barrel.

Garrett's Challenge: "Find all City loot" (348/398)

Return to the locked door and peek through the keyhole. A Graven sits in a chair in the room beyond. This is good to know, for you'll soon be exploring this building. Don't bother picking the lock and opening the door, for the Graven will spot you.

By now, the Graven in the street have likely settled down. When the torch-carrying Graven isn't about, drop to the crates you knocked down, and use them to enter the nearby building's high open window.

You're now exploring the same building with the seated Graven you recently spied on through the keyhole. Sneak upstairs and knock him out with a stealth takedown when he isn't looking in your direction. Once he's down, collect the ashtray on the barrel and loot the locked cabinet to find three piles of coins.

Garrett's Challenge: "Find all City loot" (352/398)

Open the locked door and step outside. Spy two anchor beams on your right and stick a rope arrow into each one.

Climb onto the east rooftop and move to the south narrow beam. From there, leap to the higher rope you've lowered and descend it a bit, then leap to the lower rope. Now you can jump through the nearby window to visit a small apothecary.

Area 8: Muddler's Row Apothecary

The apothecary is small but filled with valuables. Collect a coin purse from the bird's nest on the windowsill, along with a necklace, fork, knife, and picture frame on the table. There's food on the table as well.

Garrett's Challenge: "Find all City loot" (357/398)

Area 6: Muddler's Row (Revisited)

Climb onto the apothecary's windowsill, look east, and spy an ashtray on a porch below you. Drop from the windowsill and go east to collect the ashtray.

Garrett's Challenge: "Find all City loot" (358/398)

Vault the porch's east railing to reach a locked door. Take your time picking the difficult lock, then head inside.

An interesting painting hangs on the wall of the small town house beyond the door. Feel around the frame for a couple of switches, then trigger them both to open a wall safe. Collect the vase and earrings you discover inside.

Garrett's Challenge: "Find all City loot" (360/398)

Exit the town house and drop to the alley. If you continue moving east down the alley, you'll come to a door that leads to a candlelit cellar. There's nothing of interest in the cellar, but it's a good hiding place if you're ever on the run.

Note

Maneuver through the crates at the alley's east end, and you'll emerge in Blackfurrow's west alley. However, there's no need to go there at present.

The Witch of Stonemarket

Sprint west down the alley, and keep going until you spot a vent in the west nook. Unscrew it with the wrench tool and sneak through the crawl space beyond.

The crawl space leads to another small, candlelit cellar. Collect the knife on the table to complete Basso's "The Witch of Stonemarket" side job. Inspect the book on the table to claim a new document as well, and get another document by swiping the diary off the nearby barrel. Lastly, snatch the poppy that grows nearby.

GOODIE BOX
Document #173
Stonemarket (27/33)
"Candlewax Ritual Book"

GOODIE BOX
Document #174
Stonemarket (28/33)
"Wax Witch's Journal"

Garrett's Challenge: "Find all City loot" (361/398)

Area 7: Shinsworth Lane (Revisited)

It's time to tackle Shinsworth Lane. Two Graven guard this street: a torch-carrying sword Graven and a stationary crossbow Graven. Work at neutralizing both Graven so you may explore the area more easily.

With the Graven disposed of, collect the flask and vase on the candlelit crate near the crossbow Graven's position, then turn your attention to the civilian who walks the streets.

Garrett's Challenge: "Find all City loot" (363/398)

The civilian won't be alarmed by your presence, so it's easy to sneak behind him and pick his pockets. Do so to claim some coin and a document.

GOODIE BOX
Document #175
Stonemarket (29/33)
"Boris' Debt Register"

Area 6: Muddler's Row (Revisited)

Go north along Muddler's Row, exiting Shinsworth Lane on your way to some stacked crates. Sneak past the crates to reach a dead end, where a merchant lurks.

Area 9: Stumble Gate

Take a moment to trade with the merchant and replenish your supply of rope arrows. In fact, it's best to fill your quiver, for after you've finished searching this section of the City, you'll be advancing toward *Thief*'s final stages.

The Point of No Return

After trading with the merchant, use the wire cutter tool to hack the control box on the side of the nearby stairs. Once you do this, you'll be able to enter the general store ahead.

Area 10: Stumble Gate General Store

Collect the pile of coins and cup inside the store, but beware: The far painting is trapped, as evidenced by the deceased thief on the floor. Swipe the diary that lies next to the late thief, then hack the control box behind the counter to disarm the painting's trap.

GOODIE BOX
Document #176
Stonemarket (30/33)
"Petty Thief Diary"

Garrett's Challenge: "Find all City loot" (365/398)

Once you disarm the trap, feel around the painting's frame for a trigger. Press it and open the wall safe to discover a switch. Press this as well to open a secret compartment in the store's floor.

Two coin purses are in the store's secret floor compartment. Grab these last two pieces of plunder to complete your looting of the store, along with Basso's "The Point of No Return" side job.

Garrett's Challenge: "Find all City loot" (367/398)

Area 6: Muddler's Row (Revisited)

Backtrack out of the store and sneak past the crates to return to Muddler's Row. Once you're past the crates, spot a high ladder on the building ahead and climb up to return to the rooftops.

Go north along the roofs to reach some more crates and a vent-covered crawl space. If you maneuver through the crates, you'll end up back in the Clock Tower Plaza, on the high roof near the rooftop passage to the Gullet. There's no need to go back there at present, so unscrew the vent instead and sneak through the crawl space beyond.

The crawl space leads to an apartment. Collect a cup and candlestick to clean out the place, then press the switch near the south window to banish its bars.

Garrett's Challenge: "Find all City loot" (369/398)

After unbarring the window, look up to spy an overhead anchor beam. Lodge a rope arrow into the beam, then descend your rope and leap into the open window below you. Raid the small apartment to claim a candlestick, necklace, a collectible, and a poppy.

GOODIE BOX
Collectible Loot #75
The Pinned Castinets (4/6)
"Ghost Girl"

Garrett's Challenge: "Lift all City loot" (371/398)

You've nearly completed your explorations of Muddler's Row and Shinsworth Lane. Descend your rope to return to the street, then head south toward Grandmauden. Just before you reach Grandmauden, look up and spy an anchor beam in an overhead loft above the alley. Use a rope arrow to climb up to the loft.

The loft features several loot items and a document. Pocket all of these, then descend your rope and climb the nearby wall to return to the rooftops.

GOODIE BOX
Document #177
Stonemarket (31/33)
“Sloop Recipe”

Garrett’s Challenge: “Find all City loot” (376/398)

Area 5: Grandmauden (Revisited)

This time, go south along the rooftops to reach the footbridge you lowered in Grandmauden back when you first entered the area. Cross the footbridge and enter a small bedroom.

Collect the picture frame in the bedroom, then exit through the west window. Go south and then east across the roof to drop into a small alley, where you find an ashtray, a flask, and a picture frame.

Garrett’s Challenge: “Find all City loot” (380/398)

The alley’s a dead end, so climb back up to the roof and go west to find a coin purse in a bird’s nest on a beam that overlooks the Graven in the square below.

Garrett’s Challenge: “Find all City loot” (381/398)

One Graven stands in the watchtower’s perch, another stands in front of the tower, and a third patrols around it. Save your game and pick off the stationary Graven near the tower with a headshot. Score another headshot on the crossbow Graven in the tower’s perch, but leave the third Graven alone for the moment; you don’t need to waste an arrow on him.

Leap from the narrow beam and land on the wooden ledge ahead. Go south along the ledges that follow and enter the east window to visit a small apartment.

Collect the wineglass and coin purse in the apartment, then search the bookshelf to find a trigger book. Pull it to enter a back room, where two gold coins lie on the floor.

Garrett’s Challenge: “Find all City loot” (385/398)

But wait, there’s more. After collecting the coins, look up to spy an overhead anchor beam. Use a rope arrow to reach the loft above, where you find a flask, a pocket watch, and some earrings.

Garrett’s Challenge: “Find all City loot” (388/398)

Exit the apartment and backtrack along the wooden ledges, returning for the remaining Graven near the watchtower. This Graven has likely returned to his patrol by now. Drop to the lower ledge that's south of the tower, then knock out the patrolling Graven with an aerial takedown as he walks by.

With the Graven taken care of, open the locked box and chest on the tower's north side. The chest contains two flasks, and the box holds a broadhead arrow and a water arrow.

Garrett's Challenge: "Find all City loot" (390/398)

Return to the tower's north side and use a cabinet to save. Unscrew the nearby vent and proceed into the crawl space beyond.

Area 11: Shemenov Blade & Filigree

The crawl space leads into a shop. A barred window blocks your progress. Use a blunt arrow to trigger the far wall's switch, and the bars will be removed.

Hop through the window and swipe the cup off the railing, then look through the hole in the floor and study the two Graven in the room below. You could perform an aerial takedown on one of the Graven and then battle the other, but there's a safer way to take them out.

Garrett's Challenge: "Find all City loot" (391/398)

Drop down behind the Graven, then sneak to the room's shadowy northwest corner. From this angle, you can score a headshot on the Graven near the east stairs. Pick him off, then quickly knock out the other Graven from behind.

The Tinker's Trinket

With the room secured, open the locked south door to enter a back office. Collect the Watch medal in the chest to complete Basso's "The Tinker's Trinket" side job, then search the desk to find a letter and a pocket watch. Backtrack out of the office and take the east stairs up to the street.

GOODIE BOX
Document #178
Stonemarket (32/33)
"Thief-Taker General's Order"

Garrett's Challenge: "Find all City loot" (393/398)

Area 5: Grandmauden (Revisited)

Advance south along the street, then descend the narrow east stairs to discover a crawl space. Sneaking through leads you to a small storage room with a window that you can pry open. Doing so delivers you to Moorsditch, but there's no need to go there at present.

Backtrack up the narrow stairs and enter the alcove across the street. Look up and spy an anchor beam in the loft above you. Loose a rope arrow into the beam, then climb up to explore an apartment.

Beware: There's a trap near the apartment's open window. Keep your distance and open the locked door near the bed to enter a small office. Swipe the picture frame off the desk, then search the drawers to find a pen and ink bottle.

Garrett's Challenge: "Find all City loot" (396/398)

After looting the desk, inspect the nearby painting on the wall. Find two triggers around the frame, and press them both to make the painting slide away, revealing a control box. Hack the box to disable the trap near the window.

Climb through the window to reach a narrow ledge above the street. Cross the ledge and stick a rope arrow into the nearby anchor beam, then leap to the rope and into the east bedroom.

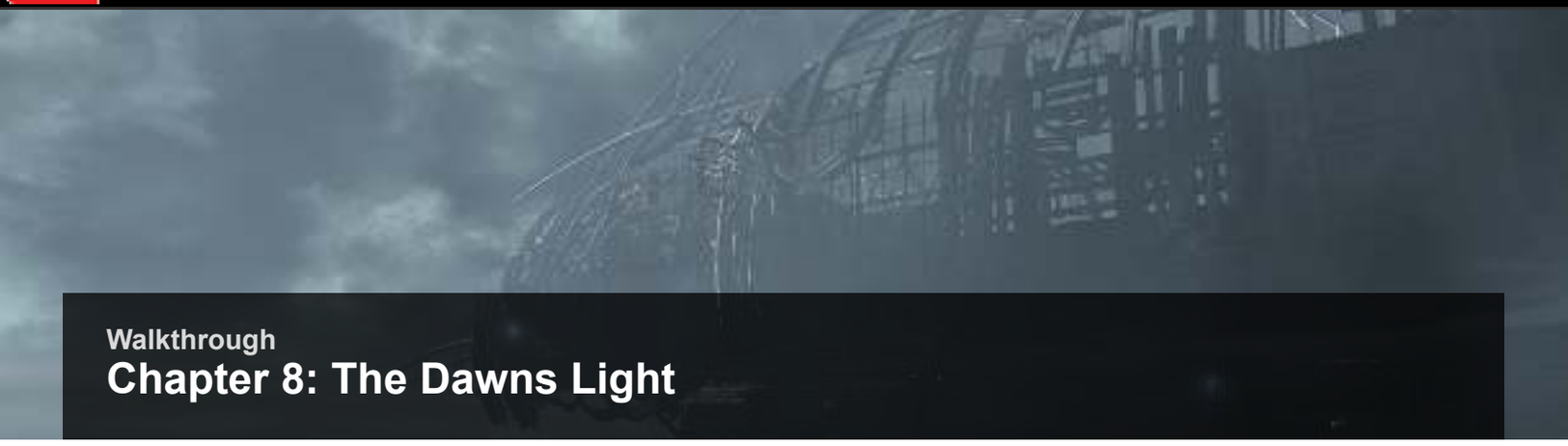
Snatch a picture frame, coin purse, diary, and collectible loot item from the small bedroom. Not a bad haul.

GOODIE BOX
Collectible Loot #76
The Pinned Castinets (5/6)
"Dawn Gauzy"

GOODIE BOX
Document #179
Stonemarket (33/33)
"Graven Notes"

Garrett's Challenge: "Find all City loot" (398/398)

Return to your rope and slide down to the street. You're all done here; advance to the southwest gate and go through to begin the next story chapter.



Walkthrough

Chapter 8: The Dawns Light

Orion's gone crazy. After stealing his necklace the madman escaped and dragged Erin onto the huge ship the Graven are building called the *Dawn's Light*. Now the only choice left is to follow him, stop him somehow and remove the energy from Erin's body without her dying. It's time to pay the price...

Chapter Stats
Collectible Loot Items: 2
Common Loot Items: 52
Pockets to Pick: 25
Locks to Pick: 7
Threats (Freaks): 8
Threats (Graven): 22

Thieving Challenges

Challenge		Playstyle	Reward
	Remain undetected	Ghost	550 G
	Take no damage	Opportunist	325 G
	14 kills or knockouts	Predator	175 G
	Lift all loot items	Hybrid	325 G

Top Tips

Keep the following tips in mind to gain an advantage in this story chapter:

• This is the final chapter, but there's no need to conserve ammo for the final boss encounter. Use everything at your disposal to rack up kills and knockouts in pursuit of your Thieving Challenge.

• Save often so you can load without losing much progress if you're ever damaged.

• You don't need to kill a single Freak during this chapter; there are plenty of Graven to subdue.

• Follow this walkthrough carefully and you'll complete every Thieving Challenge in one go.

Objective 1: Discover Where Orion Has Taken Erin

Area 1: Mine Tunnels

Common Loot	
Map Icon	**Item(s)**
	Ancient ingot
	Ancient ingot
	Ancient ingot
	Ancient vessel
	Ancient ingot
	Ancient armlet
	Ancient vessel
	Candlestick
	Hairbrush
	Turquoise brooch

Collectible Loot	
Map Icon	**Item(s)**
	Mourning Bell

You begin this mission in a dark mine tunnel. There are Freaks to fear here, so be on your guard. Explore the short north passage to discover an ancient ingot among the rubble.

Thieving Challenge: “Lift all loot items” (1/52)

Head west and spy a small opening in the north wall. Sneak into here to discover a secret crawl space that provides a significant shortcut through the tunnels; you’ll end up at the lower mine rails. This is a good route to take if you’re trying to avoid the Freaks, but there’s nothing of interest in the crawl space, so we’ll guide you along the longer, more challenging route.

Beware: A Freak stalks the high west passage. To avoid him, approach the aforementioned crawl space, then climb up the west wall to reach the higher passage; you’ll be past the Freak. You can also pick off the Freak with a fire arrow headshot, or attempt to lure the monster into the flammable liquid in the lower passage and set him ablaze.

Thieving Challenge: “14 kills or knockouts” (1/14)

Take the high north passage and then round the corner, heading west. After descending the next set of steps, turn around and grab the ancient ingot that sits on the ground near the tunnel’s wooden support frame.

Thieving Challenge: “Lift all loot items” (2/52)

The door ahead is locked, and picking its lock—even if you make no mistakes—can raise the suspicion of the Freak that lurks on the other side. Peer through the keyhole and wait for the Freak to move away from the door before picking the lock and moving through.

Once you’re past the door, use a fire arrow and ignite the liquid in the south passage, wiping out the Freak. If you’d rather just give him the slip, close the door behind you and drop off the ledge to reach the lower mine rails.

Thieving Challenge: “14 kills or knockouts” (2/14)

Lower Mine Rails

A stationary Freak stands to the east, with an ancient vessel and an ancient ingot lying on the ground right nearby. If you sneak very slowly, you can collect both of these items without raising the Freak’s curiosity. A fire arrow to the monster’s melon certainly makes things easier. You can also try to lure the creature toward the north flammable liquid.

Thieving Challenge: “14 kills or knockouts” (3/14)

Thieving Challenge: “Lift all loot items” (4/52)

Kill or sneak past the Freak and steal another ancient ingot off the barrel in the southeast nook. The exit of the crawl space near the area’s entry is right nearby, but again, there’s nothing of interest in the crawl space.

Thieving Challenge: “Lift all loot items” (5/52)

Sneak past the Freak again (if you didn’t kill it) and climb back up to the higher path. Look for an anchor beam near the ceiling and stick a rope arrow into it, then leap over to a high nook that contains an ancient armlet and an ancient vessel.

Thieving Challenge: “Lift all loot items” (7/52)

Drop from the high nook and explore the rest of the lower mine rail. Another Freak stalks the railway’s west passage; follow behind the monster to reach a locked chest.

The Freak crouches down near the chest, giving you an opportunity to set the nearby liquid ablaze and kill the creature. The nearby barrel is also volatile and will explode, ensuring the kill. If you've killed every other Freak encountered thus far, then this is the final Freak in the area. If you're sneaking past the Freaks, wait for this one to move east, then collect the candlestick from the ground near the chest and set about picking its difficult lock.

Thieving Challenge: "14 kills or knockouts" (4/14)

Thieving Challenge: "Lift all loot items" (8/52)

You have plenty of time to work on the chest's lock before the Freak returns, so take your time and avoid making mistakes. The chest contains a hairbrush, a turquoise brooch, and a collectible loot item. Pluck the poppy that grows near the chest after pocketing your score.

GOODIE BOX
Collectible Loot #81
The Pinned Castinets (6/6)
"Mourning Bell"

Thieving Challenge: "Lift all loot items" (10/52)

If you allowed the Freak to live, it will eventually be returning. To avoid it, backtrack north from the chest and scale the northwest wall to reach the higher passage. Before climbing up, ensure that the Freak roaming this passage isn't about.

Follow the higher passage south to reach a crawl space. Move through to reach the passage's end, then drop back down to the mine rail. You've now circumvented the Freak that stalks near the chest.

Follow the mine rail to a locked door. No Freaks lurk on the other side, so simply pick the lock and head through.

Orion's Vessel

Just beyond the door, you catch a glimpse of Orion's massive ship, the *Dawn's Light*. The madman certainly has been busy. Drop and slide down the nearby slope afterward to reach the next area.

Objective 2: Find a Way to the Boat

Area 2: Old City Bluffs

Common Loot

Map Icon	Item(s)
	Ancient armlet
	Wineglass
	Wineglass
	Gilded bottle
	Ancient armlet
	Saucer
	Saucer
	Teacup
	Teacup
	Teapot

Sneak to a crate and peek around the corner, eavesdropping on the Graven ahead. When the captain finishes his pep talk, one of the Graven heads directly toward you.

Remain near the crate and wait for the Graven to walk past. He won't spot you as long as you remain completely still. The Graven stops in the shadows just beyond the crate. You have just enough time to steal both his coin purses and knock him out before he turns around.

Tip

You can also make things easier by dousing the nearby wall torch when the guard isn't around. This gives you more darkness in which to work.

Thieving Challenge: "14 kills or knockouts" (5/14)

Secret Crawl Space

When you've finished with the guard, collect the ancient armlet on the ground near the crate, then check the nearby east nook to discover a secret crawl space. Go through to take a shortcut to the north.

Thieving Challenge: "Lift all loot items" (11/52)

When you exit the crawl space, climb onto the nearby wall's pipes. Maneuver across the pipes to cross the chasm and reach the west ledge.

Linger at the bottom of the final pipe, and wait for a Graven to walk close. Drop from the pipe when the Graven leaves, then sneak to the north shadows and ready a broadhead arrow. Save your game and pick off the Graven with a headshot as he approaches. Time it so that his body lands in the shadows.

Tip

If you prefer to avoid the Graven, lodge a rope arrow into the overhead anchor beam and climb up to the room beyond the captain, remaining unseen.

Thieving Challenge: "14 kills or knockouts" (6/14)

Treasure Room

Use the nearby cabinet to save, then sneak south very slowly to avoid making noise in the broken glass. Keep to the shadows to avoid being seen by the captain as you head for the southwest stairs.

The captain can't see you while you hug the west wall. Hack the control box near the stairs to unbar the nearby door.

Sneak over to the door, hugging the west wall to avoid detection by the overhead captain. Enter the room to discover two food items, two wineglasses, and a gilded bottle. Open the small box on the table to claim two fire arrows and two water arrows.

Thieving Challenge: "Lift all loot items" (14/52)

Captain Bashin'

Exit the treasure room and return to the southwest stairs. Sneak up and collect the ancient armlet on the landing. Sneak up behind the captain, pick his pockets, and then knock him out.

Thieving Challenge: "Lift all loot items" (15/52)

Gabbing Graven

Carefully sneak into the room at the top of the stairs. Two Graven are having a conversation in the room. When their conversation ends, one of them exits through the south door, and the other begins to walk around the room. Sneak behind the Graven in the room and knock him out.

Tip

If you prefer to simply avoid the Graven, sneak along the room's north wall to discover a secret crawl space that leads you outside.

Thieving Challenge: "14 kills or knockouts" (8/14)

Sneak behind the other Graven, who's leaning over a railing. Pick his pockets and knock him out as well.

Thieving Challenge: "14 kills or knockouts" (9/14)

Snatch a flash bomb out of a small box that sits on a crate near the room. Collect two saucers, two teacups, and a teapot from the nearby shelf as well, then either scale the west wall or use the room's crawl space to advance.

Thieving Challenge: "Lift all loot items" (20/52)

Objective 3: Board the *Dawn's Light*

The crawl space leads you outside. You're right near Orion's ship, but the gangplank has been removed. You'll have to find another way aboard.

Drop from the ledge and trade with the merchant in the nearby tunnel if you like. Make sure you have some rope and water arrows. Climb the crates to reach the next area.

Area 3: Dry Dock

Common Loot

Map Icon	Item(s)
	Ashtray
	Gold coin
	Pile of coins
	Coin purse
	Syringe
	Gilded bottle

You're getting close to the *Dawn's Light*, but a few more Graven lie between you and Orion's impressive vessel. Before moving up the nearby slope, check the nearby scaffolding to discover that you can climb it. This provides a swift means of sneaking past the Graven and boarding the ship, but you'll miss out on a few loot items if you go this route.

Instead, sneak up the slope until you move close to two Graven. When they finish talking, the crossbow guard will begin to patrol the slope. Quickly swoop back down to the scaffolding and take cover in the dark corner.

When the crossbow Graven ascends the slope, sneak behind him and steal both of his coin purses, then knock him out. Be sure to knock him out before he climbs too high or his partner may be alerted.

Thieving Challenge: "14 kills or knockouts" (10/14)

Once the crossbow guard is down, the remaining guard is easy pickings. Sneak around the crates to slip behind him, and pick his pockets and knock him out as well. Once this guard is down for the count, you can safely swipe the ashtray that sits on the crate near the brazier. Open the small box on the crates as well to claim two sawtooth arrows.

Thieving Challenge: "14 kills or knockouts" (11/14)

Thieving Challenge: "Lift all loot items" (21/52)

All Aboard

Cross the ledge beyond the Graven, climbing a wall to reach higher ground. When you come to some stairs, check to the right to discover one gold coin and a pile of gold coins hidden nearby. Next, scale the stairs and swipe the coin purse that rests on the nearby crate.

Thieving Challenge: "Lift all loot items" (24/52)

Look up to spy an overhead anchor beam. If you have a rope arrow, use it to infiltrate the *Dawn's Light*. You'll then be able to collect a syringe and gilded bottle. If you don't have a rope arrow, you'll have to backtrack to the scaffolding and climb onto the ship the old-fashioned way. Either way, you'll end up on the Treadwheel Deck.

Thieving Challenge: "Lift all loot items" (26/52)

Area 4: Treadwheel Deck

Common Loot	
Map Icon	**Item(s)**
	Vase
	Coin purse
	Coin purse
	Telescope
	Scissors
	Microscope
	Gear
	Fork
	Vase
	Desk bell

No matter how you've chosen to board the *Dawn's Light*, your first task involves navigating a series of pipes affixed to the wall. There's no need to rappel, for there's no floor beneath you. Make sure you don't fall as you work your way up to a higher deck.

Head upstairs after dropping from the final pipe and head west. Ignore the door on your left as you go; it leads to a well-lit balcony that's patrolled by a Graven, and opening it is risky. Descend the west stairs instead to reach the lower deck.

Careful: A Graven with a lantern patrols the lower deck. Remain in the stairwell until he moves to check the west crates, then sneak behind him, steal his gold, and knock him out.

Thieving Challenge: "14 kills or knockouts" (12/14)

Down in the Darkness

With the lantern Graven down, sneak east, heading for the south stairs. Don't descend the stairs, but keep going east to discover a spot where you can drop down to the shadows. Pick off the south Graven with a headshot before dropping down.

Thieving Challenge: "14 kills or knockouts" (13/14)

Loot the dead Graven's body and then enter the nearby cabinet to save. Swipe the vase off the nearby table and snuff out the table's candles to ensure no other Graven spot you down here.

Thieving Challenge: "Lift all loot items" (27/52)

Go west to locate a crawl space that requires the wrench tool to enter. Before unscrewing the vent, collect a coin purse that sits on a crate behind you.

Thieving Challenge: "Lift all loot items" (28/52)

Enter the crawl space to discover a poppy, two bags of food, a coin purse, and a telescope. The crawl space is a dead end, so backtrack out.

Thieving Challenge: "Lift all loot items" (30/52)

Balcony Battery

Your next victim is the Graven on the north balcony. Head for the east stairs, swooping past a lantern's light. Swoop past the torchlight on the landing as well, and keep moving upstairs to reach a door that leads to the balcony.

Tip

You can also reach the balcony by lodging a rope arrow into the high west anchor beam. This is a good way to slip through the area if you're trying to avoid harming anyone.

Peer through the keyhole before opening the door, and study the balcony's patrolling Graven. You have a much better angle on his movements from this vantage. Open the door and sneak onto the balcony when the Graven is moving west (away from the door.)

Swoop behind the Graven as he moves west. Don't worry about any other Graven seeing you; they won't. Pick the balcony Graven's pockets and knock him out at your convenience.

Thieving Challenge: "14 kills or knockouts" (14/14)

Wrench in the Works

After KO'ing the balcony Graven, collect the pair of scissors on the ground near the west vent. If you unscrew the vent, you can slide down a crawl space to slip past the remaining Graven, but it's a one-way trip. The crawl space is an excellent way to quickly sneak through the ship, but you'll miss a few pieces of loot if you take this approach.

Thieving Challenge: "Lift all loot items" (31/52)

East Walkway Approach

If you don't have the wrench tool or if you simply want to wipe out the Graven and collect more loot, then backtrack down the east stairs and peek around the corner when you reach the bottom. Study the Graven down the walkway ahead. One periodically walks out from the east alcove, while another regularly moves to the walkway's far end.

Wait for a moment when both Graven are moving away from the walkway (out of your sight). When this occurs, swoop past the torchlight and then quickly climb onto the shelf on your left.

From the height of the shelf, you have a perfect view of the Graven. You can perform an aerial takedown on the alcove Graven from here, but it's far too risky. Instead, drop from the shelf and hide in the alcove's north shadows while the alcove Graven is out on the walkway.

Wait for the alcove Graven to return, then steal his gold and knock him out. The other Graven at the end of the walkway won't see or hear the struggle.

With the alcove Graven down, swipe a microscope and gear from the nearby table, being careful not let the other Graven see you. Climb back over the shelf to return to the east walkway.

Thieving Challenge: "Lift all loot items" (32/52)

Southern Graven

Now let's get the Graven who patrols the walkway's south end. Wait until he's moving off to the west, then loose a water arrow to douse the torch on the wall. As long as the Graven isn't near the torch or looking at it, he won't become curious or bother to relight it.

With the torch out, wait for the Graven to return, then slay him with a headshot. With the torch out, no one will witness the murder. Alternately, pursue the Graven, take cover among the south crates, and go for the knockout when he moves toward the doused torch. Either way, swipe the fork off the crate afterward.

Thieving Challenge: "Lift all loot items" (34/52)

Only two Graven remain. One is stationary to the west, while the other patrols the walkway ahead. Pick off the patrolling Graven with a headshot when he pauses at the end of his walk, facing you. Then simply sneak behind the remaining Graven and crack his skull. Swipe the vase off the nearby shelf and use the cabinet to save before heading upstairs.

Thieving Challenge: "Lift all loot items" (35/52)

Moving On

Upstairs, snatch the desk bell and poppy near the cabinet, then use the cabinet to save. Scale the south wall to slip through a window and land on a cargo lift.

Thieving Challenge: “Lift all loot items” (36/52)

Area 5: Stowage Deck

Common Loot

Map Icon	Item(s)	Found?
	Teacup	
	Teapot	
	Surgical scissors	
	Syringe	
	Magnifying glass	
	Gilded bottle	
	Urn	
	Surgical scissors	
	Gear	
	Gilded bottle	
	Magnifying glass	
	Surgical scissors	
	Urn	
	Syringe	
	Telescope	
	Gear	

Collectible Loot

Map Icon	Item(s)	Found?
	Compassion, Foul	

The lift groans under Garrett's weight and slowly delivers him to a lower deck. Crouch and press your back against the lift's rear wall to avoid being spotted by the crossbow Graven who patrols the balcony ahead.

When the Graven turns to check the south balcony, sneak out of the lift and steal all three of his purses. Swoop to the shadows afterward, waiting for him to move back to the elevator. Knock him out from behind when he does.

East Room and Balcony

Peek through the east door's keyhole after dropping the crossbow Graven. Spy another Graven pacing back and forth in the small room beyond. Open the door when the Graven is moving to the right (south).

Knock out the Graven from behind, then snuff out the room's candles and collect the teacup and teapot on the table. Be careful not to let the crossbow Graven outside the room spot you through the windows.

Thieving Challenge: "Lift all loot items" (38/52)

Open the south door when the outdoor crossbow Graven isn't looking, then peek around the door frame. Sneak out and neutralize the Graven when a chance permits—no one will see you up here. Grab the nearby surgical scissors after the deed is done.

Thieving Challenge: "Lift all loot items" (39/52)

If you move to the balcony's south end, you can hop the railing and slide down a roof to reach some wooden beams. This places you in position to perform aerial takedowns on two of the three guards below, but knocking any of them out in this fashion will result in the remaining guards attacking you. Resist the urge unless you're feeling especially violent, and backtrack to the cargo lift instead.

West Room and Balcony

Go west from the cargo lift to reach another room that's patrolled by a Graven. Peek through the keyhole and study the Graven's patrol route.

Enter the room when the Graven walks to the left (south). Don't pursue him right away, but keep to the shadows in the room's southeast corner. Sneak up on the Graven when he moves to the candlelit desk. Steal both of his coin purses, knock him out, and then loot the room to find a syringe and magnifying glass.

Thieving Challenge: "Lift all loot items" (41/52)

Use the razor tool to slice out the painting that hangs on the room's wall and obtain this chapter's final collectible.

GOODIE BOX
Collectible Loot #82
The Court of Montonessi (12/12)
"Compassion, Foul"

Pick the locked south door and step out onto the balcony. Collect the gilded bottle that sits among the clutter out here.

Thieving Challenge: "Lift all loot items" (42/52)

Return to the room and pick the locked east door. Step out onto the balcony and spy a rope hanging within your grasp. If you have a rope arrow, you can use it to drop another rope down from the neighboring anchor beam above. This lets you reach the hanging platforms and take a shortcut to the ship's south side, where the door to the next area is located.

Lower Decks

Even if you don't have a rope arrow, leap to the hanging rope and climb down. Drop from the end of the rope to reach the deck below.

Open the locked east door to visit a small room that contains an urn, some surgical scissors, and a gear. Grab all of these and then sneak back outside.

Thieving Challenge: "Lift all loot items" (45/52)

Ignore the three Graven to the south and keep to the lower deck's north end. Peer down through the large hole in the floor and wait for another Graven to walk past. When the chance permits, neutralize him with an aerial takedown. Or drop down and work at picking his pockets before putting him on ice.

You're now exploring the ship's cargo hold. There are no more Graven to worry about down here, so take your time looting the place. Grab the gilded bottle behind the north crate, then find a magnifying glass on the northwest table and some surgical scissors on the nearby crate. Go east from there to discover an urn on a shelf. Enter the east side room to find a syringe, telescope, and gear.

Thieving Challenge: "Lift all loot items" (52/52)

Exit the room and hack the control box on the southwest wall near the candlelit desk. This unbar's the southwest door. Open the door to reach a staircase that leads back up to the main deck.

After climbing the stairs, you can take the south door to reach the next area. The north door is locked, and the remaining Graven are standing on the other side. If you feel like starting some trouble, pick the door's lock to get the drop on them. Just don't make any mistakes or they'll hear you.

Once you're outside, you can sneak very slowly and climb the crates to the right without being detected. From there, you can climb up to the aforementioned wooden beams and set up headshots and aerial takedowns. However, it's really not worth the risk, for these Graven carry no valuables. Proceed through the south door to visit the next area.

Objective 4: Follow Erin's Trail

Area 6: Chapel

Note

There are no loot items to find in the chapel.

Upon reaching the chapel, Garrett witnesses Orion's tragic end. There's nothing to discover around the chapel, so proceed north to return to the stowage deck in pursuit of Erin.

Area 5: Stowage Deck (After Erin's Wrath)

Note

There are no loot items to find in this version of the stowage deck.

The stowage deck is filled with Graven who appear to be frozen in time. There's nothing of interest here, so simply sprint past them, heading downstairs and north.

Up north, a door is open that wasn't before. The door is easy to spot, for luminescent flowers have sprouted all around. Go through to reach a new section of the stowage deck.

Objective 5: Get Close to Erin

You catch up with Erin in the stowage deck, but she quickly vanishes. You must sneak up on her without letting her see you.

Sneaking up on Erin isn't difficult, for there are many routes to take through this new section of the stowage deck. She has moved off to the west, and the luminescent flowers that grow all around her make it easy for you to see her. Sneak up behind Erin and touch her shoulder to advance the plot.

Objective 6: Follow Erin's Trail

Erin vanishes after you touch her, fleeing back to the chapel. Just for fun, she's turned all of those frozen Graven you passed into vicious Freaks. Backtrack toward the chapel, being careful to avoid the Freaks as you go. Cutting through the east side room is a sound plan.

One Freak stands right near the door to the stairs that lead out of the stowage deck. You must sneak as slowly as possible in order to slip past this monster. If it ever begins to suspect you, freeze in your tracks and wait for its suspicions to fade. Or use a blast arrow or fire arrows to obliterate it (there's no need to conserve ammo at this point).

Another Freak lurks in the room just above the stairs. Wait for it to move away from the south door, then sneak past and reenter the chapel.

Objective 7: Steal the Primal Energy from Erin

Area 6: Chapel (Revisited)

Note

There are still no loot items to find in the chapel.

Erin stands in the center of the chapel, her back turned to you. Sneak up behind her in an effort to steal the Primal Energy away.

Things don't quite go as planned. Erin releases a blast of energy, and the Primal Stone shatters into three fragments. You'll have to collect them all in order to remake the Primal Stone.

Final Boss: Primal Erin

One Primal Stone fragment is just a short jaunt to your left, in the chapel's northeast corner. Another fragment is all the way to the south, and the third is down low, near the broken floor to the west. You can collect the fragments in any order, but we recommend going after them in the aforementioned order.

The moment you gain control, sprint to your left, jump a gap in the walkway, and take cover behind some crates. You have just enough time to get there before Erin unleashes a pulse of Primal energy. Erin regularly unleashes these blasts, and you'll suffer greatly if they catch you. Erin's blasts can harm you from clear across the chapel, but as long as you remain behind cover, you'll take no damage.

Tip

The trick to surviving this encounter lies in always keeping some sort of object between you and Erin. You don't need to be stealthy; you just need to find some form of cover each time she unleashes her rhythmic Primal blasts. The chapel's many support columns are ideal, for you can easily circle around them and hide from Erin no matter where she appears.

Note

Unlike the battle against the Thief-Taker General, you can't be detected during this final battle against Erin, so don't worry about blowing your Thieving Challenge.

The Northeast Fragment

The northeast fragment is closest to your starting position, so go after that one first. As previously noted, you must race to the northeast crates, or else Erin's opening Primal blast will wound you. Move to collect the northeast fragment between breaks in Erin's rhythmic attacks, pressing the Interact button to grab it.

Erin appears in front of you after you collect the northeast fragment. Move to your right a bit and take shelter behind the nearby support column, for Erin soon unleashes a massive blast. This one's fatal if it catches you, so get behind that column, pronto. Move to your left and use the same column to avoid her next regular attack.

Tip

Load your last save if you take any damage during this final battle. You've come too far to blow your Thieving Challenge now!

After you collect the first fragment, Erin spawns a host of ghostly clones. These specters won't unleash big blasts like the real Erin, but they can block your path and damage you with the smaller bursts they unleash when they vanish. Still, it's fairly easy to avoid damage as long as you sprint from cover to cover and anticipate Erin's steady blasts. Ignore the specters and focus on avoiding the real threat.

The South Fragment

After Erin's massive blast is over, drop from the ledge and sprint south, aiming to scale the south wall. If Erin appears before you get there, use the east support column as cover.

Take cover behind the nearby column after climbing the wall, then sprint west across the chapel's south walkway. Quickly collect the south fragment from the walkway as you go, then keep dashing west.

After collecting the south fragment, take cover behind the southwest crates and support post. Erin soon unleashes another massive blast as payback for your grabbing the second fragment.

The Southwest Fragment

The final fragment is just below you, but reaching it is tricky due to the broken floor below. Avoid Erin's next attack, then sprint north, slowing as you near the gap in the walkway and pressing the Cancel button to drop to the lower floor.

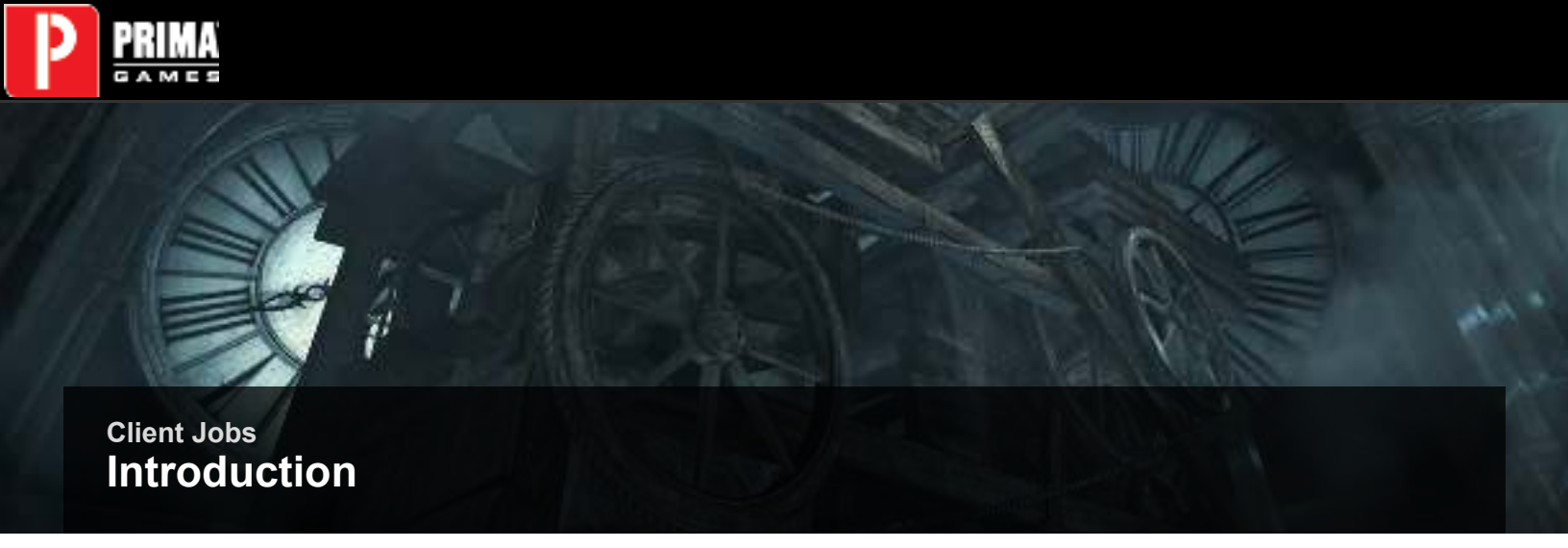
Take cover from Erin's next blast when you reach the lower floor. Sprint south after the blast, hugging the west wall as you make for the final fragment. Slow down as you approach the fragment to ensure you don't accidently leap to your death.

Erin all but gives up after you re-form the Primal Stone. She collapses in a heap, exhausted with the game. Though she isn't hard to find, the Primal Stone acts like a tracking device, helping you locate her. Approach Erin to steal away the Primal energy and bring the battle to an end.

GOODIE BOX
Document #185
Chapter Recaps (8/8)
"Chapter 8"

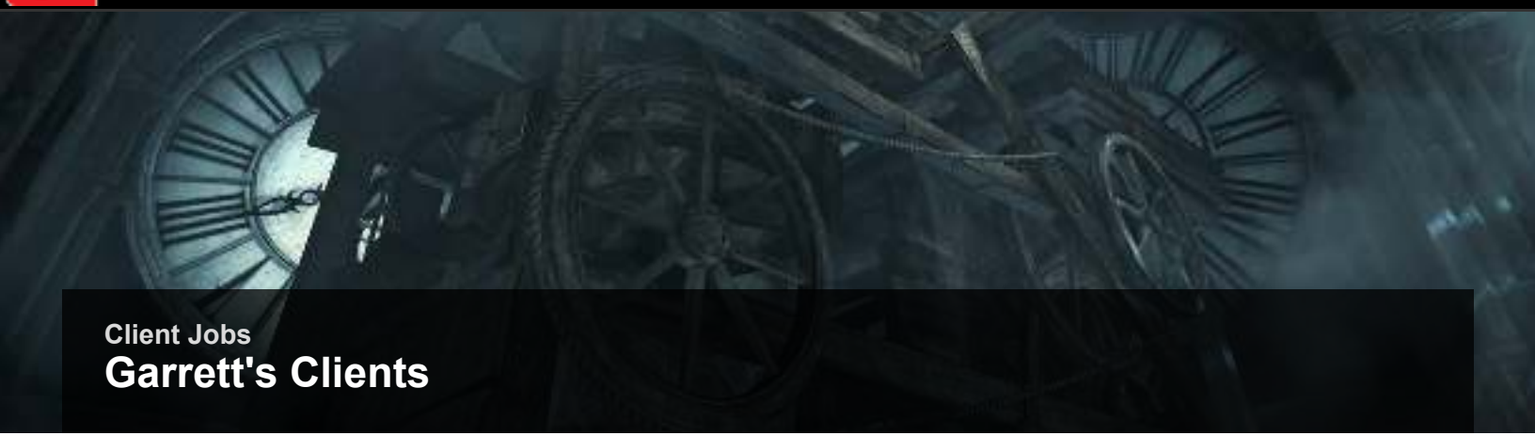
Congratulations!

You've completed *Thief*'s story. Now you may continue your adventures in the City and complete any side jobs you've yet to accomplish. You can also replay past story chapters and client jobs, or simply hunt for the many pieces of loot hidden around the City. If you've been following this walkthrough faithfully, then you've already seen and done everything the City has to offer...so why not try Challenge Mode?



Client Jobs
Introduction

Over the course of his adventures, Garrett encounters a couple of interesting clients who will pay the master thief handsomely for completing a handful of special jobs. Because these optional asides can be completed any time you choose and are somewhat involved, they're all covered here in the "Client Jobs" chapter.



Client Jobs
Garrett's Clients

Ector

A hardworking inventor, Ector yearns to bring his mechanical automaton to life. He requires several advanced gadgets in order to realize this dream and richly rewards Garrett for each device the master thief manages to “acquire.” Ector can be found in his shop, Ector’s Emporium. Follow the street north of the clock tower in Stonemarket to find him.

After you complete Chapter 1: Lockdown, obtain and complete Basso’s “Machinations” side job. You’ll meet Ector in the process. Once the introductions have been made, you’ll be able to accept the following client jobs from Ector:

- **Client Job 1: “Hand Tailored”**: Available after you complete Chapter 1: Lockdown.
- **Client Job 3: “Silence Is Golden”**: Available after you complete Chapter 3: Dirty Secrets.
- **Client Job 6: “Heartbroken”:** Available after you complete Chapter 6: A Man Apart.

Vittori

This passionate ringmaster runs an impressive carnival, but many of his greatest attractions have been stolen. Help Vittori recover his prized possessions, and he’ll part with top coin. Vittori can be found in the Siren’s Rest tavern at the far end of South Quarter.

After you complete Chapter 2: Dust to Dust, obtain and complete Basso’s “Carnivalesque” side job. You’ll meet Vittori in the process. Once the introductions have been made, Vittori will offer you the following client jobs:

- **Client Job 2: “Happy Medium”**: Available after you complete Chapter 2: Dust to Dust.
- **Client Job 4: “The Carnal Connoisseur”**: Available after you complete Chapter 4: A Friend in Need.
- **Client Job 5: “Sideshow Attraction”** : Available after you complete Chapter 5: The Forsaken.

Client Jobs

Client Job Walkthroughs

Client jobs are just like mini-missions: You must infiltrate a specific area in order to complete your objective. Because client jobs are somewhat involved, the following walkthroughs are set up just like the walkthroughs for the main story missions. You'll find all of the same elements, including the following:

Chapter Stats

Each client job walkthrough begins with a comprehensive list of stats pertaining to the mission at hand. Here's what the stats mean:

Collectible Loot Items: The number of collectibles to be found in the mission. These special pieces of loot are showcased in the Journal's "Collectibles" page. Due to the collectibles' rarity, special boxes appear to spotlight them whenever they can be obtained.

Common Loot Items: The number of common loot items to be found in the mission. This includes all goods that you can fence for gold, such as cups, pens, candlesticks, gears, and so on. Because there are so many common loot items to find, special checklists and progression flags appear in the walkthrough to help you track them all down.

Pockets to Pick: The total number of pickpocketing opportunities you have during the mission. Challenge yourself to pick every pocket!

Locks to Pick: The total number of locks that you can pick during the mission. This includes locked doors, safes, boxes, chests, and so on. Gotta pick 'em all!

Threats (Guards/enemies): The total number of threats encountered in the mission (guards and other enemies). Civilians and caged birds/dogs are not counted, as they can't actually harm you.

Thieving Challenges Tables

These tables provide information on the client job's unique Thieving Challenges. Fulfilling these optional challenges can earn you significant amounts of bonus gold, as detailed in the opening "Thieving Challenges" tables.

Tip

Unlike the main story missions, you can complete all of a client job's Thieving Challenges in one playthrough; they are not paired to Playstyles. The only exceptions are those challenges that lie in direct conflict with one another. Complete as many challenges as possible to pocket lots of bonus gold!

Thieving Challenge Progression Flags

Thieving Challenge: "Example" (1/1)

Top Tips

Each client job also begins with a quick list of tips that give you an advantage going into the mission. Here are some examples:

- Use the maps and checklists to track down every piece of loot.
- Mark off each loot item in the checklists as you find them.
- Follow the walkthroughs carefully and you won't miss a thing!

Collectible and Document Boxes

Lastly, the client job walkthroughs feature special boxes that appear whenever you find a tracked collectible or document. Open the Journal to see that a specific amount of collectibles and documents can be acquired in the game. As such, these boxes are numbered throughout this entire guide—not just in the main walkthrough, but also in these optional client jobs. If the numbering of these boxes seems to jump around, you may have missed something in the main walkthrough, or perhaps you chose not to undertake one of these client jobs when it first became available. Whatever the case, these boxes, in combination with your Journal, will help you track down every last document and collectible in the game. Good luck!

Client Jobs

Client Job 1: Hand Tailored

Ector wants me to break into Alfonso's tailors and steal a mechanical hand he says belongs to him. Something feels odd about this whole affair but the loot sounds interesting.

Client Job Stats
Collectible Loot Items: 3
Common Loot Items: 24
Pockets to Pick: 5
Locks to Pick: 3
Threats (Evildoers): 4

Thieving Challenges

Challenge	Value
Remain undetected	120 G
Pick 5 pockets	90 G
Kill or knockout	50 G
Lift all loot items	230 G

Top Tips

Keep the following tips in mind to gain an advantage in this client job:

- The wrench tool makes fitting a little easier once you're inside the shop.

- If you're playing on the highest difficulty, bring plenty of blunt arrows so you can create distractions in the shop.

- The razor tool is required if you hope to find all of the collectibles. However, you can accept this job before the razor tool is available, but you'll need to replay the job to obtain the collectible that requires the razor tool.

Objective 1: Steal the Automaton's Mechanical Hand

Area 1: Alfonso's Surroundings

Common Loot

Map Icon	Item(s)
	Ashtray
	Pocket portrait

It seems you aren't the only one interested in visiting the tailor tonight. A member of a local gang called the Evildoers is roughing up a civilian just outside the shop. Eavesdrop on the Evil as he gives a local civilian a firm scolding.

The civilian isn't a threat to you, but the Evil is. Keep to the shadows in the middle of the street (to the left of the broken glass), and you can sneak right up to and past the Evil just before his curiosity is raised. Move behind him and pick his pockets, being careful not to step on the broken glass or bump into any fragile objects along the way.

 Thieving Challenge: "Pick 5 pockets" (2/5)

Knock out the guard after picking his pocket, then sneak north and swipe an ashtray off the north crate. Backtrack behind the guard afterward and peer through the keyhole of the shop's locked front door.

 Thieving Challenge: "1 kill or knockout" (1/1)

 Thieving Challenge: "Lift all loot items" (1/24)

Inside the shop, another Evil is shaking down the tailor. Pick the door's lock if you like, but don't enter the shop just yet.

Instead, sneak east down the street. Pass through a gate and climb through an open window on your right to enter a small, candlelit room.

Swipe the pocket portrait off the room's table, then enter the cabinet to save your progress.

 Thieving Challenge: "Lift all loot items" (2/24)

Go north and pluck the poppy that grows near the door at the street's east end. Move to the doorway and study the tailor and Evils on the shop's main floor (there are two thugs in the shop now). Don't make any aggressive moves just yet—there's an easier way inside.

Climb onto the nearby crate and enter the high open window to infiltrate Alfonso's Residence.

Area 2: Alfonso's Residence

Common Loot

Map Icon	Item(s)
	Pocket portrait
	Ink bottle
	Scissors
	Earrings
	Hand mirror
	Perfume bottle
	Vase
	Perfume bottle
	Hairbrush

Collectible Loot

Map Icon	Item(s)
	The Statuesque Lady
	Guilt Has Black Wings

Documents

Map Icon	Item(s)
	Evildoers Contract
	Engineer's Letter to Alfonso

Collect the food on the candlelit barrel as you enter Alfonso's Residence. Snuff out the candles, then sneak into the adjoining room.

Beware: A single Evil is searching the residence's second floor and will soon be entering the room through the north door. Hit the light switch on the north wall, and unsnuce the west vent to enter the short crawl space beyond.

Remain inside the crawl space and spy on the patrolling Evil. Wait patiently for him to enter the room you've darkened.

Continue to wait until the Evil leaves, then exit the crawl space and follow behind him. Pick his pockets and knock him out.

 Thieving Challenge: "Pick 5 pockets" (3/5)

With the Evil down, you're free to plunder the residence. Return to the previous room and swipe the pocket portrait and ink bottle off the west shelf, along with the scissors and document on the table.

 Thieving Challenge: "Lift all loot items" (5/24)

CODEX BOX
Document #30
Enter Client Jobs (6/31)
"Evildoers Contract"

If you have the razor tool, you can steal the painting on the room's east wall. If you don't have this tool yet, you'll have to revisit this client job in the future to steal the painting.

CODEX BOX
Collectible Loot #23
The Court of Montressé (1/12)
"Guilt Has Black Wings"

Head to the hallway and search a small table's drawer to find some earrings. The bedroom and bath are also filled with valuables. Pick the nightstand's locked drawer to discover a collectible loot item, and search its lowest drawer to find a letter.

CODEX BOX
Collectible Loot #24
Wintersgate's Duty (1/6)
"The Statuesque Lady"

CODEX BOX
Document #31
Enter Client Jobs (6/31)
"Engineer's Letter to Alfonso"

 Thieving Challenge: "Lift all loot items" (17/24)

After cleaning out the second floor, backtrack to the window you used to enter the residence. Climb out and drop down to the crate, then carefully sneak into the shop through the back door.

Area 3: Alfonso's Shop

Common Loot

Map Icon	Item(s)
Shop	
	Vase
	Earrings
	Perfume bottle
	Hairbrush
	Earrings
	Vase
	Scissors
	Pocket portrait
Alfonso's Workshop¶	
	Pocket portrait
	Ink bottle
	Hand mirror
	Scissors
	Turquoise brooch

Collectible Loot

Map Icon	Item(s)
	The Mechanical Hand

Documents

Map Icon	Item(s)
	Alfonso's Register
	Alfonso's Workbook

There's only one Evil in the shop now; the other Evil has gone downstairs to search the cellar. Sneak very slowly and remain in the shadows near the shop's south wall, and you can slip right past the stationary Evil unseen.

Sneak to the west wall, moving close to the shop's front door. Toss a throwable at the shop's northwest corner to lure the tailor away. If you don't have a throwable, there's one on the table upstairs in the residence. An arrow will also do the trick.)

When the tailor moves to inspect the disturbance, sneak behind him and knock him out. You'll be far enough away from the stationary Evil that he won't see or hear the struggle.

CODEX BOX
Document #32
Enter Client Jobs (6/31)
"Alfonso's Register"

Thieving Challenge: "Pick 5 pockets" (4/5)

 Thieving Challenge: "Lift all loot items" (19/24)

With the shop and residence fully plundered, all that remains is the cellar. Sneak downstairs and study the lone Evil who's searching the small room.

When the Evil moves to inspect the crates near the stairs, sneak behind him, pick his pocket, and knock him out. Now you're free to plunder the cellar. Search every drawer and inspect the book on the table to obtain another document.

CODEX BOX
Document #33
Enter Client Jobs (7/31)
"Alfonso's Workbook"

 Thieving Challenge: "Pick 5 pockets" (5/5)

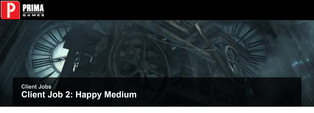
 Thieving Challenge: "Lift all loot items" (20/24)

Pick the wall safe's simple lock to discover the object of Ector's desires: the Mechanical Hand. Pocket this collectible loot item, then make good your escape.

CODEX BOX
Collectible Loot #15
Client Jobs (2/6)
"The Mechanical Hand"

Objective 2: Escape Alfonso's Attire

Since you've knocked out every guard—and even your Alfonso—escaping the shop is short work. Simply stroll through the front door and proceed through the west gate to return to Baron's Way North.



Client Jobs

Client Job 2: Happy Medium

Vittori is looking for his amazing oracle from the future, the incredible Talking Skull. No doubt someone will be trying to sell an item like that on the black market somewhere.

Client Job Stats

Collectible Loot Items: 3
Common Loot Items: 20
Pockets to Pick: None
Locks to Pick: 2
Threats (Eelbiters): 5

Thieving Challenges

Challenge		Value
	Remain undetected	200 G
	Take no damage	90 G
	2 combat takedowns	25 G
	Lift all loot items	175 G

Top Tips

Keep the following tips in mind to gain an advantage in this client job:

• Bring at least two broadhead arrows into the mission so you can stun enemies and then execute combat takedowns without being detected.

• Save often so you can reload if you take damage.

• Follow this walkthrough carefully and you'll complete every Thieving Challenge in one go.

Objective 1: Find a Clue to the Skull's Whereabouts

Area 1: Black Market

Common Loot

Map Icon	Item(s)
Black Market	
	Brooch
Piss Alley	
	Perfume bottle
	Vase
	Brooch
	Bracelet
	Perfume bottle
	Urn
	Ring
Eelbiters Warehouse	
	Necklace
	Brooch
	Necklace
	Telescope
	Coin purse
	Ring
	Picture frame
	Brooch
	Coin purse
	Vase
	Coin purse
	Bracelet

Collectible Loot

Map Icon	Item(s)
Piss Alley	
	South Quarter Sluices
Eelbiters Warehouse	
	The Constant Lady
	The Talking Skull

As you enter the Black Market, you overhear a drunk named Lenny talking about the skull you seek. Remain in the alley until the conversation ends and the other man walks away.

Objective 2: Open the Gate for Lenny the Drunk

Area 2: Piss Alley

Leave Lenny be and sneak through the shadows, approaching the other men in the alley. Sneak straight past them and swipe the brooch on the nearby barrel.

Thieving Challenge: "Lift all loot items" (1/20)

Climb the nearby crate and vault the wall to circumvent the gate that Lenny is drunkenly attempting to open. You'll end up in the charmingly named Piss Alley.

Careful. There are two guards just ahead. You fail this mission if you're detected, so don't let them spot you.

In order to retrieve the skull you seek, you'll need to let Lenny guide you there. Open the gate to allow Lenny through.

Objective 3: Keep Lenny Moving to Reach His Hideout

After opening the gate for Lenny, climb through the nearby shed's window and collect a perfume bottle and throwable.

Thieving Challenge: "Lift all loot items" (2/20)

Lenny drunkenly stumbles toward the nearby guards. The men seem to know him, and after a bit of conversation, one of the guards asks for a light for his pipe.

Oblige the guard by sneaking over to the nearby machinery. Turn the valve wheel to cause fire to spurt out from the nearby pipe. The roaring flame won't harm Lenny or the guards, but will be enough to convince the drunk to stumble onward.

Sneak south with Lenny. Collect a vase on a crate and another brooch on a barrel. Don't worry about being spotted by Lenny or the alley's beggar; they won't blow your cover.

Thieving Challenge: "Lift all loot items" (4/20)

Continue sneaking south, being careful to not let the civilians see you as you follow Lenny. When the bumbling drunk begins to flirt with a woman, sneak west and swipe a bracelet off a barrel. Use the wrench tool afterward to steal the collectible plaque off the nearby wall.

GOODIE BOX
Collectible **Loot** #35
City Heritage Plaques (11/16)
"South Quarter Sluices"

Thieving Challenge: "Lift all loot items" (5/20)

Now go east, sneaking behind Lenny on your way to the east wall. Swipe a perfume bottle and urn from the east barrels, then turn the valve wheel.

Thieving Challenge: "Lift all loot items" (7/20)

Spinning the valve wheel opens a hatch beneath the woman, sending her plunging into the river. Lenny takes little notice of the woman's disappearance and stumbles onward.

It's not long before a locked gate presents another obstacle for poor Lenny. Swipe the ring off the barrel on the porch before picking the gate's lock to allow the drunkard passage.

Thieving Challenge: "Lift all loot items" (9/20)

Beyond the gate, Lenny calls out to his fellow gang members. One of them opens the door to the nearby building, allowing Lenny to stumble inside. There's no other point of entry, so follow Lenny into the building.

Objective 4: Steal the Skull

Area 3: Eelbiters Warehouse

Lenny is drawn into conversation with one of his fellow Eels in the next room. After the long dialogue ends, Lenny moves to a corner to finish his drink. Sneak up behind the Eel and knock him out, then snuff out the surrounding candles.

Search the room after neutralizing the Eel to find a necklace in a drawer and a collectible in the nearby chest. If you like, knock out Lenny now as well.

GOODIE BOX
Collectible **Loot** #36
Whitedigit's Doly (2/6)
"The Constant Lady"

Thieving Challenge: "Lift all loot items" (9/20)

Sneak downstairs next and wound the lone patrolling Eel with a broadhead arrow to the leg or torso. Approach the wounded thug and hold the Melee Attack/Takedown button to perform a combat takedown. By wounding the Eel with an arrow first, you won't be detected when you perform the combat takedown.

Thieving Challenge: "2 combat takedowns" (1/2)

With the basement secure, set about looting the place. Claim the brooch in the drawer of the small candlelit table and swipe the necklace off the east shelf.

Thieving Challenge: "Lift all loot items" (11/20)

Now backtrack upstairs and go to the second floor. Cripple another Eel with an arrow here to set up another combat takedown, then search the room's chests, shelves, and drawers for a number of valuables, including the skull you seek.

Thieving Challenge: "2 combat takedowns" (2/2)

Thieving Challenge: "Lift all loot items" (17/20)

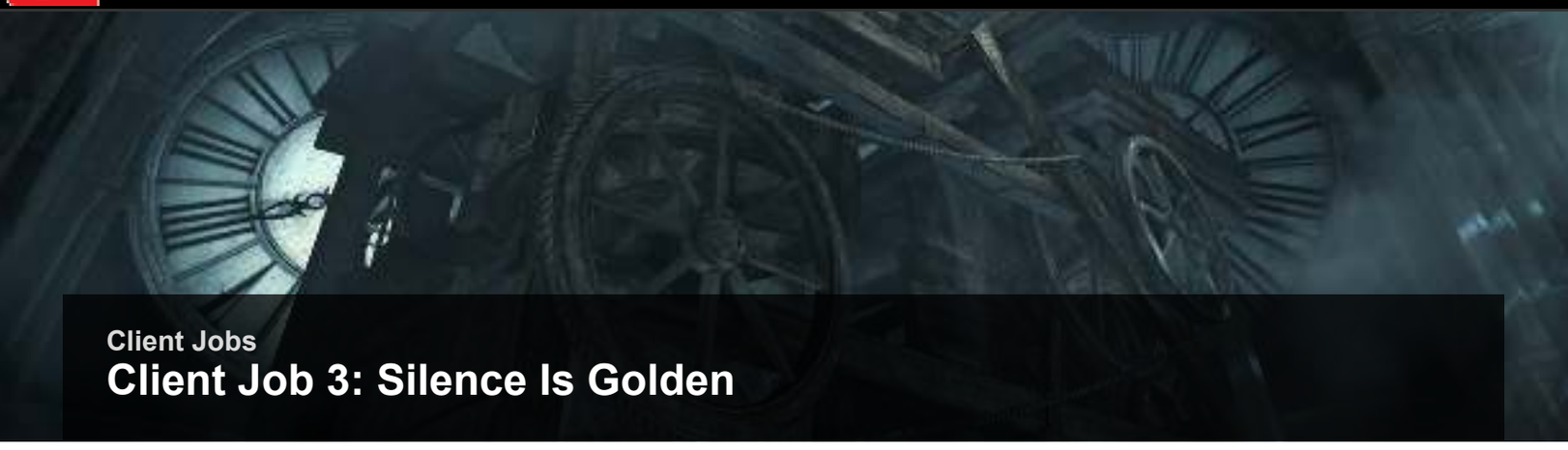
GOODIE BOX
Collectible **Loot** #37
Client **Loot** (4/5)
"The Talking Skull"

Objective 5: Return to the City

You've found the skull, but there's a bit more loot to be found in the warehouse. Snatch the vase on the shelf near the south stairs, then descend the stairs to discover a chest that contains a bracelet and coin purse—the two final pieces of loot in this mission.

Thieving Challenge: "Lift all loot items" (20/20)

You've got what you came for; now it's time to escape. Backtrack down to the first floor and climb through the west window. Scale the tall crates outside the warehouse, then simply backtrack through Piss Alley, heading back to the mission's starting point. Ensure that no one sees you during your escape.



Client Jobs

Client Job 3: Silence Is Golden

Ector previously hired a thief to steal back the Automaton's Voice Box but the blackhand was caught and is most probably hanging from the gallows. He wants me to find him and track down the prize.

Client Job Stats

Collectible Loot Items: 3

Common Loot Items: 29

Pockets to Pick: 1

Locks to Pick: 4

Threats (Guards): 3

Threats (Oxheart Perry): 1

Thieving Challenges

Challenge		Value
	Remain Undetected	350 G
	1 Environmental exploit	100 G
	Headshot 3 threats	85 G
	Lift all loot items	215 G

Top Tips

Keep the following tips in mind to gain an advantage in this client job:

• Bring several broadhead arrows into the mission to simplify situations and score headshots to complete a Thieving Challenge.

• The wrench tool will help you sneak around the shop if you prefer not to harm anyone.

• The razor tool is required if you wish to find all of the collectible loot items.

Objective 1: Steal the Automaton's Voice Box

Area 1: Abandoned House

Common Loot

Map Icon	Item(s)
Abandoned House	
	Ashtray
	Letter opener
Butcher's Dock	
	Bracelet
Oxheart Perry's Basement	
	Vase
	Candlestick
	Perfume bottle
	Bracelet
	Coin purse
Oxheart Perry's Shop	
	Ashtray
	Letter opener
	Perfume bottle
	Teapot
	Teapot
	Perfume bottle
	Candlestick
	Bracelet
	Ink bottle
	Coin purse
	Ink bottle

	Coin purse
	Letter opener
	Vase
	Letter opener
	Candlestick
	Teapot
Oxheart Perry's Residence	
	Ashtray
	Candlestick
	Perfume bottle
	Ashtray

Collectible Loot

Map Icon	Item(s)
	The Observant Lady
	The Grace of Insecurity
	The Voice Box

Documents

Map Icon	Item(s)
Butcher's Dock	
	Red Blades' Orders
Oxheart Perry's Residence	
	Oxheart Perry's Notebook
	Oxheart Perry's Shop Register

Collect an ashtray and letter opener from the room in which you begin, then climb through the nearby window to reach the Butcher's Dock.

Thieving Challenge: "Lift all loot items" (2/29)

Area 2: Butcher's Dock

A guard patrols the Butcher's Dock's lower area, and Oxheart Perry gazes out through the south window. Wait until Perry moves away from the window, then pick off the guard with a headshot. Carefully drop down and collect the document that the guard was carrying without alerting the area's caged dog.

GOODIE BOX
Document #70
Ector Client Jobs (9/21)
"Red Blades' Orders"

Thieving Challenge: "Headshot 3 threats" (1/3)

Swipe the ashtray off the nearby crate, then look up and notice some hanging crates suspended over the central pit. Kill or knockout the caged dog with a broadhead or choke arrow, then fire a blunt arrow to knock down the crates, then drop into the pit to reach the pawnshop's basement. If you don't neutralize the dog first, the racket caused by the falling crates will alert it, causing you to become detected.

Thieving Challenge: "Lift all loot items" (3/29)

Thieving Challenge: "1 environmental exploit" (1/1)

Area 3: Oxheart Perry's Basement

Beware: The basement's chest is trapped. Raid the basement to find a vase, candlestick, and perfume bottle, but don't attempt to open the chest. Head upstairs instead.

Thieving Challenge: "Lift all loot items" (6/29)

Area 4: Oxheart Perry's Shop

Pause on the landing and eavesdrop on the two guards upstairs. Wait until one guard leaves, then pick off the stationary guard with a headshot. Quickly press the nearby light switch to darken the room before the patrolling guard returns. Slay him with another headshot when he does.

Thieving Challenge: "Headshot 3 threats" (3/3)

With both guards slain, set about looting the shop's first room, collecting an ashtray, letter opener, perfume bottle, and teapot. Head upstairs to visit the residence.

Thieving Challenge: "Lift all loot items" (10/29)

Area 5: Oxheart Perry's Residence

Swipe an ashtray off a small table in the residence floor, then open the nearby door to enter Oxheart Perry's bedroom. Oxheart Perry is sleeping in a chair in his room. Put an arrow through his head, then loot the room to find a number of valuables, including a collectible inside the cabinet's drawer.

GOODIE BOX
Collectible Loot #43
Whiteridge's Duty (3/6)
"The Observant Lady"

Thieving Challenge: "Lift all loot items" (14/29)

Hack the control box on the bedroom's wall to disable the trapped chest down in the basement. Search the nightstand to find a notebook, then sneak back downstairs.

GOODIE BOX
Document #71
Ector Client Jobs (10/21)
"Oxheart Perry's Notebook"

Area 3: Oxheart Perry's Basement (Revisited)

Now that you've disabled the basement chest's trap, backtrack down to the basement and open the chest to claim a bracelet and coin purse. Go back up to the shop afterward and loot the place.

Thieving Challenge: "Lift all loot items" (16/29)

Area 4: Oxheart Perry's Shop (Revisited)

Collect a number of valuables from the shop's other rooms, saving the locked west room for last. Inspect the ledger on the shop's desk to obtain a new document, and use the razor tool to remove the painting from the back room, claiming another collectible.

GOODIE BOX
Document #72
Ector Client Jobs (11/21)
"Oxheart Perry's Shop Register"

GOODIE BOX
Collectible Loot #44
The Court of Montonessi (7/12)
"The Grace of Insecurity"

Thieving Challenge: “Lift all loot items” (25/29)

Now open the locked west door to enter a small storage room filled with plunder. Grab every item of value, then open the wall safe to obtain the automaton’s voice box, which Ector desires.

GOODIE BOX
Collectible Loot #45
Client Loot (6/8)
“The Voice Box”

Thieving Challenge: “Lift all loot items” (29/29)

Objective 2: Escape the Pawnshop

You’ve got what you came here for. Now simply leave the pawnshop, exiting through the basement by climbing up the crates you knocked down. You can also exit through the locked north door. Either way, you’ll return to the Butcher’s Dock. Enter the Abandoned House and go upstairs to find the exit door that leads back out to Baron’s Way South.

Client Jobs

Client Job 4: The Carnal Connoisseur

Vittori wants me to find and return his astounding exhibit named Octopuss, an eight-legged cat. The rumors have already begun that a certain collector in Riverside already acquired it.

Client Job Stats

Collectible Loot Items: 3

Common Loot Items: 27

Pockets to Pick: 4

Locks to Pick: None

Threats (Guards): 4

Thieving Challenges

Challenge		Value
	Remain undetected	225 G
	No kills or knockouts	115 G
	1 aerial takedown	70 G
	Lift all loot items	290 G

Top Tips

Keep the following tips in mind to gain an advantage in this client job:

• Bring at least one rope arrow into the mission to facilitate your infiltration.

• Water and blunt arrows are also very useful if you wish to streak through the mission undetected and without harming anyone.

• You can't complete the "no kills or knockouts" and "1 aerial takedown" Thieving Challenges on the same attempt. Decide which one you prefer.

Objective 1: Steal the Octopuss

Area 1: Baron’s Way Side Street

Common Loot

Map Icon	Item(s)
Collector’s Lodge	
	Wineglass
	Earrings
	Pocket portrait
	Wineglass
	Letter opener
	Brooch
	Chess piece
	Wineglass
	Pocket portrait
	Wineglass
	Candlestick
	Pocket portrait
	Candlestick
Baron’s Way Side Street	
	Wineglass
Wine Cellar	
	Candlestick
	Wineglass
Collector’s Vault	
	Candlestick
	Letter opener
	Brooch
	Earrings

	Vase
	Brooch
	Candlestick
	Vase
	Brooch
	Earrings
	Vase

Collectible Loot

Map Icon	Item(s)
	What Is There Cannot Be Seen
	Octopuss
	The Virtuous Lady

Documents

Map Icon	Item(s)
	Manservant’s Diary
	Father’s Testament

You begin in a small town house. There’s nothing of interest downstairs, so climb through the upstairs window and stick a rope arrow into the anchor beam above the street. Leap from your rope to reach the upstairs window of the neighboring building, which leads to a bathroom.

Area 2: Collector’s Lodge

Hit the light switch to darken the bathroom, then grab the wineglass on the stand near the tub. Open the door and sneak into the bedroom. Pinch out the candle on the nightstand and swipe the letter off the stand to claim a document. Search the nearby cabinet to find some earrings as well.

GOODIE BOX
Document #83
Vittori Client Jobs (1/3)
“Manservant’s Diary”

Thieving Challenge: “Lift all loot items” (2/27)

The letter indicates that the Octopuss you seek may well be found within a hidden vault in the lodge's basement. It also indicates that the combination to access the vault is the collector's birth date. Wait until the lodge's manservant moves downstairs, then sneak out of the bedroom and search the nearby table to find a pocket portrait. Swipe another wineglass off the small table near the couch, and climb out through the east window.

Thieving Challenge: "Lift all loot items" (4/27)

Area 1: Baron's Way Side Street (Revisited)

Eavesdrop on the guards outside as you move along the exterior ledge. Pluck a poppy that grows on the ledge, and drop to the narrow alley below.

Sneak west and pickpocket the stationary guard who's enjoying his pipe. Sneak east and collect a wineglass on a crate. Climb back up to the ledge with the poppy and reenter the lodge through the window.

Thieving Challenge: "Lift all loot items" (5/27)

Area 2: Collector's Lodge (Revisited)

By this point, the manservant has moved outside to chat with the guards. If he hasn't, wait for him to do so. Then sneak downstairs and search two tables to find a letter opener and a brooch. Move into the north study and claim a chess piece, a wineglass, and a letter.

GOODIE BOX
Document #84
Vittori Client Jobs (2/3)
"Father's Testament"

Thieving Challenge: "Lift all loot items" (9/27)

Open the east door, but beware: This will raise the curiosity of the guard in the kitchen beyond. Back up a bit and wait for the guard to return to his post, then use a blunt arrow to trigger the room's light switch from the doorway.

The lazy guard won't think to turn the lights back on. Sneak into the room and claim a pocket portrait from the cabinet, and snatch the wineglass off the table. The candlestick near the guard is too risky to approach, so toss a throwable into the previous room to lure the guard away.

Pick the guard's pocket as he moves to investigate the sound, then swoop and claim the candlestick. Quickly steal the painting on the wall before the guard returns as well.

GOODIE BOX
Collectible Loot #52
The Court of Montonessi (9/12)
“What Is There Cannot Be Seen”

Thieving Challenge: “Lift all loot items” (12/27)

Sneak back out through the study and return to the hall. Advance east and raid another table to find a pocket portrait. Sneak very slowly toward the east door and look for a light switch on the door’s left side—it’s partly concealed behind the kitchen’s open door.

Thieving Challenge: “Lift all loot items” (13/27)

Use a blunt arrow to trigger the light switch, shutting off the nearby light. Swoop past the kitchen door to avoid raising the guard’s suspicions and collect the candlestick you find on the barrel beneath the stairs.

Thieving Challenge: “Lift all loot items” (14/27)

Area 1: Baron’s Way Side Street (Revisited)

Swoop back past the kitchen door, go upstairs, and climb out through the east window. Once you’re outside, use two water arrows to douse the east wall’s braziers. Carefully drop from the ledge so that you land in the shadows directly behind the guard, then steal both of his coin purses. Sneak past the guard and climb the nearby crates, making a counterclockwise loop around the yard to avoid detection by the manservant as you head for the stairs that lead down to the cellar.

Tip

If you prefer a more aggressive approach, pick off the manservant with a headshot, then knock out the guard with an aerial takedown. You can also simply stun the manservant with a choke arrow if you like.

Thieving Challenge: “1 aerial takedown” (1/1)

Careful: Another guard walks around the cellar. Spy on him from the top of the stairs and then sneak into the cellar while he isn’t looking.

Area 3: Wine Cellar

Turn around after you enter the cellar and hit the light switch to darken the room. Collect the candlestick off the nearby crate and swipe the wineglass off the shelf before the guard turns the lights back on.

Thieving Challenge: “Lift all loot items” (16/27)

Circle around the central post to avoid being spotted by the guard as he returns to his patrol. When chance permits, hit the light switch to darken the room again, then inspect the painting on the west wall. Quickly find and activate two triggers around the frame to reveal a set of combination dials. It may take several tries to find both triggers without being seen; flee to the shadows and darken the room again as needed during this process.

The combination you must enter into the dials can be derived from the two documents you've found in this mission. One document reveals that the combination is the collector's birth date, and the other gives you his birth date (after a bit of quick math). The proper combination is 8, 1, 2.

The nearby wall panel slides away after you enter the combo, revealing a hidden door. Open the door and sneak into the vault beyond while the wine cellar guard isn't looking. Close the door behind you or the guard will become suspicious.

Area 4: Collector's Vault

As you might expect, the vault is filled with valuables. Grab everything in sight, including the Octopuss that you're after.

GOODIE BOX
Collectible Loot #53
Client Loot (7/8)
"Octopuss"

Thieving Challenge: "Lift all loot items" (26/27)

Objective 2: Escape the Collector's Lodge

You're now ready to make your escape, but there's a bit more loot to be found in the collector's vault. Use Focus to identify a loose brick in the vault's wall, then press it to uncover a hatch that leads down into a secret treasure room.

Descend the hatch's ladder and swipe the vase off the lower room's shelf. Open the chest to discover this mission's final collectible.

GOODIE BOX
Collectible Loot #54
Whiteridge's Duty (4/6)
"The Virtuous Lady"

Thieving Challenge: "Lift all loot items" (27/27)

Escaping the Lodge

Now, to make good your escape. Save your game, then peer through the keyhole and sneak out of the vault while the guard isn't looking and swoop up the cellar stairs. When you arrive in the yard, the guard and manservant will enter the lodge to check on their master. Follow after them, for the cellar guard will soon be coming your way.

The guard who had been standing in the kitchen now patrols the lodge's first floor. He walks a circuit around the floor, moving through the hall, kitchen, study, and then back into the hall. Wait in the shadows beneath the stairs until he enters the kitchen, then sneak up and follow him inside.

Remain in the kitchen while the guard moves into the study. When the guard exits the study, swoop out as well, zipping across the light in the hall as you make for the stairs. You'll raise the curiosity of the stationary guard in the hall, so head upstairs quickly before he spots you.

Once you're upstairs, use a blunt arrow or throwable to distract the manservant so that you may swoop past him and reach the bedroom unseen. Move to the bathroom and climb out through the window, then leap back across your rope to complete your daring escape.

Client Jobs

Client Job 5: Sideshow Attraction

Vittori is distraught at the loss of his love Ysabella after she wandered off and got herself arrested for street walking. Now she's locked up in the Watch Station and needs rescuing.

Client Job Stats

Collectible Loot Items: 2
Common Loot Items: 18
Pockets to Pick: 16
Locks to Pick: 4
Threats (Eelbiters): 11

Thieving Challenges

Challenge		Value
	Remain undetected	350 G
	Distract 4 threats	200 G
	4 combat takedowns	110 G
	Lift all loot items	300 G

Top Tips

Keep the following tips in mind to gain an advantage in this client job:

• Bring plenty of blunt arrows into the mission so you can easily create distractions.

• Bring lots of broadhead and sawtooth arrows as well so you can cripple threats and then perform combat takedowns without being detected. Headshots are also helpful toward the mission's end.

Objective 1: Free Ysabella

Area 1: Watch Station Loading Area

Common Loot

Map Icon	Item(s)
Watch Station Offices	
	Bond
	Bond
	Watch medal
	Ink bottle
	Watch seal
	Baron's bust
	Ring
	Ink bottle
	Letter opener
Watch Station Hall	
	Watch seal
	Letter opener
	Candlestick
Watch Station Lockers	
	Fork
	Knife
	Spoon
	Fork
	Knife
Watch Station Cells	
	Watch seal

Collectible Loot

Map Icon	Item(s)
Watch Station Hall	
	Watch Station
Watch Station Lockers	
	The Porcelain Lady

Documents

Map Icon	Item(s)
Watch Station Hall	
	Prisoner Register

This mission has two entrances. The first and most obvious is the gated entrance in the Watch Station Plaza. The second is the underground passage that runs beneath Market Street. Assuming you've entered from the gated entrance, you'll begin in a small room. Climb the stacked crates and scale the north wall to reach higher ground.

Note

If you've entered this mission from the underground passage that runs beneath Market Street, then you'll begin in the Watch Station Back Door passage, down in the basement near the holding cells. This walkthrough will still be helpful, but you'll need to work backward through the areas.

Area 2: Watch Station Offices

Evidence of a recent battle against the Grueen is everywhere. It seems that the Eelbiters are capitalizing on this clash, for an Eel is raiding the Watch office ahead. He's attempting to open a wall safe but lacks the proper tools. Take the opportunity to fire blunt arrows and distract the Eel a total of four times, easily completing one of your Thieving Challenges.

 Thieving Challenge: "Distract 4 threats" (4/4)

When you've finished toying with the Eel, steal his three coin purses, being careful not to make any sound as you cross the broken glass behind him. Back up a bit afterward and fire a broadhead or sawtooth arrow into the Eel's leg or torso to cripple him. Rush forward and finish off the Eel with a combat takedown to advance another Thieving Challenge.

 Thieving Challenge: "4 combat takedowns" (1/4)

With the Eelbiter down, set about looting the office. Open the wall safe to claim two bonds and a Watch medal, then swipe the ink bottle off the desk and grab the Watch seal that sits on the nearby filing cabinet.

 Thieving Challenge: "Lift all loot items" (5/18)

Open the north door to visit a large rectangular balcony that overlooks the Watch Station Hall. One Eel is attempting to open the balcony's west door, while another patrols around the balcony. Wait for the patrolling Eel to speak with a third Eel who stands in the north doorway, and keep walking until that Eel disappears into the north room.

Save your game and wait for the patrolling Eel to move toward the balcony's east end. As he does so, sneak east and stick a broadhead arrow into his leg or torso so you may perform another combat takedown. If you do this on the balcony's east side, the Eel who's working on the door to the west won't hear the struggle.

 Thieving Challenge: "4 combat takedowns" (2/4)

Now sneak west and steal the other Eel's three coin purses, again being wary of the glass on the floor. Cripple the Eel with an arrow and then score another combat takedown before he recovers.

 Thieving Challenge: "4 combat takedowns" (3/4)

Open the locked west door that the Eel was working on to visit a small office. Collect the key on the desk and snatch the Baron's bust from the north shelf before backtracking out and entering the north room.

 Thieving Challenge: "Lift all loot items" (6/18)

Another Eel is talking to a caged bird in the north room. Save your game, then wait for the Eel to walk over to the west wall, away from the bird. Sneak close to the bird and fire a broadhead arrow into the Eel's leg or torso. Sneak past the bird and defeat the Eel with a combat takedown before he recovers. If you do this while the Eel is near the west wall, the bird won't stir or detect you.

 Thieving Challenge: "4 combat takedowns" (4/4)

With the Eel down, collect a ring, ink bottle, and letter opener from around the room before exiting and descending the east stairs to reach the station's first floor.

 Thieving Challenge: "Lift all loot items" (9/18)

Area 3: Watch Station Hall

Eavesdrop on a pair of Eelbiters down in the hall. When they finish speaking, one of them begins a patrol while the other takes up a stationary position. Sneak behind the stationary Eel, steal his coin purses, and knock him out. Throw his body down the nearby stairs to ensure it isn't found. The remaining Eel is now easy prey; neutralize him however you like.

With the hall secured, begin looting the place. Collect a Watch seal and letter opener from the reception desk, and inspect the desk's book to claim a document. Unscrew the plaque on the wall to obtain a collectible and grab the candlestick near the stairs. When you've finished, save your game and open the east door to visit the lockers.

GOODIE BOX
Document #139
Vittori **Client Jobs** (5/5)
"Prison Register"

GOODIE BOX
Collectible **Loot** #54
City Heritage Plaques (15/16)
"Watch Station"

 Thieving Challenge: "Lift all loot items" (12/18)

Area 4: Watch Station Lockers

Beware: Another Eel is searching this small room. Defeat him and raid the room to claim a number of valuables. Open the locked chest to score some food and another collectible. When you've finished, exit the room and go downstairs to explore the basement cells.

GOODIE BOX
Collectible **Loot** #55
Whitbridge's Duty (0/6)
"The Porcelain Lady"

 Thieving Challenge: "Lift all loot items" (17/18)

Area 5: Watch Station Cells

Swipe the Watch seal from the south shelf, then open the west door with the key you found in the station's upstairs office.

 Thieving Challenge: "Lift all loot items" (18/18)

Aside from Ysabella, the prison cells hold little of interest. An Eelbiter is caged in one of the north cells, another Eel is locked away in a south cell, and there's a poppy in one of the south cells as well. Ysabella awaits in one of the west cells. There's no need to free the Eelbiters, but if you decide to open their cells, make sure they don't detect you.

Open Ysabella's door, and you'll both get a shock. Ysabella turns out to be a bearded lady, and the poor woman faints at the sudden sight of Garrett. Not good!

Objective 2: Escape the Watch Station with Ysabella

You've got to get Ysabella out of here, but beware: Two more Eels have entered the basement. Leave Ysabella for now, save your game, and then sneak out of the cell block to get the drop on the Eels. When one of them foolishly turns off the lights, knock out the other from behind. Then simply work at knocking out or slaying the remaining Eel.

Return for Ysabella and pick her up. Carry her out of the cells and set her down so that you can open the basement's locked north door, which leads to a passage that provides a shortcut out of the station.

Area 6: Watch Station Back Door

Had you entered the Watch Station from the underground passage that runs beneath Market Street, your infiltration would have begun in this passage. Carry Ysabella to the exit gate, then set her down so you can open the gate and complete this most unusual jailbreak. Vittori is sure to be pleased with your success!

Client Jobs

Client Job 6: Heartbroken

Ector wants me to reacquire the final missing Automaton piece, the Heart, from a gentleman called Clockwise. He says the man has succumbed to madness so who knows what to expect.

Client Job Stats

Collectible Loot Items: 2

Common Loot Items: 23

Pockets to Pick: None

Locks to Pick: 1

Threats (Eelbiters): None

Thieving Challenges

Challenge		Value
	Lift all loot items	250 G

Note

This final client job has but one Thieving Challenge to pursue.

Top Tips

Keep the following tips in mind to gain an advantage in this client job:

• Clockwise's house features neither traps nor enemies, so arrows and resources aren't required. Instead, all you'll need to bring is your thinking cap!

Objective 1: Steal the Automaton's Heart

Area 1: Clockwise's Residence

Common Loot

Map Icon	Item(s)
Clockwise's Residence	
	Ring
	Letter opener
	Wineglass
	Scroll holder
	Letter opener
	Ring
	Scroll holder
	Pen
	Telescope
	Pen
	Wineglass
	Teacup
	Baron's bust
	Wineglass
	Letter opener
	Teacup
	Pen
	Pen
	Scroll holder
	Wineglass
	Wineglass
	Scroll holder
Clockwise's Workshop	
	Pen

Collectible Loot

Map Icon	Item(s)
Clockwise's Residence	
	The Burnished Lady
Project Pendulum	
	Automaton's Heart

Documents

Map Icon	Item(s)
Clockwise's Residence	
	Ector's Letter to Clockwise (Duplicate)
	Engineer's Letter to Clockwise
	Project Pendulum—Day 1
	Clockwise's Diary
	Project Pendulum—Day 11
	Treatise on the Voclid Spatial Theory
	Project Pendulum—Day 6
	Project Pendulum—Day 13
Clockwise's Workshop	
	Project Pendulum—Day 8
	Treatise on the Theory of Time
Project Pendulum	
	Clockwise's Confession

Clockwise's house is quiet...too quiet. Plunder the entry room without fear, filling your pockets with a ring, letter opener, and wineglass. The letter on the table is a duplicate of a document you've already acquired back in Ector's Emporium.

GOODIE BOX
Document #26 (Duplicate)
Ector Client Jobs (2/21)
"Ector's Letter to Clockwise"

Thieving Challenge: "Lift all loot items" (3/23)

Go upstairs next and grab a scroll holder off a small table. Enter the nearby bathroom to find a letter opener and a ring, then go down the hall and claim another scroll holder. Search the bedrooms for more loot and a few informative documents, along with a collectible that's stashed in a cabinet.

GOODIE BOX
Document #162
Ector Client Jobs (12/21)
"Engineer's Letter to Clockwise"

GOODIE BOX
Document #163
Ector Client Jobs (13/21)
"Project Pendulum—Day 1"

GOODIE BOX
Collectible Loot #73
Whiteridge's Duty (6/6)
"The Burnished Lady"

Thieving Challenge: "Lift all loot items" (11/23)

Go back downstairs and begin exploring the first floor. Snatch a teacup off the table in the west room, where a Baron's bust is on display. Collect the Baron's bust and press the display case's switch. Watch in awe as the room's walls shift around. This certainly is a house of mystery!

Thieving Challenge: "Lift all loot items" (13/23)

Enter the south room and collect the diary on the table. Snatch the wineglass in the corner, then raid the east and west rooms to claim even more documents and plunder.

GOODIE BOX
Document #164
Ector Client Jobs (14/21)
"Clockwise's Diary"

GOODIE BOX
Document #165
Ector Client Jobs (15/21)
"Project Pendulum—Day 11"

GOODIE BOX
Document #166
Ector Client Jobs (16/21)
“Treatise on the Voclid Spatial Theory”

Thieving Challenge: “Lift all loot items” (17/23)

After you’ve raided every room, press the switch on the east room’s north wall to shift the walls again. Backtrack to the west room and go north to visit three new rooms. Claim another document and a few more pieces of loot from these rooms as you explore.

GOODIE BOX
Document #167
Ector Client Jobs (17/21)
“Project Pendulum—Day 6”

Thieving Challenge: “Lift all loot items” (20/23)

Backtrack a bit and press the switch on the east wall of the first of the three “new” rooms you’ve accessed. This lets you explore a sitting room that lies up north and to the east. Go there to claim a wineglass and document, then find a trigger book on the sitting room’s bookshelf. Pull the trigger book to make the bookshelf slide away, revealing a switch.

GOODIE BOX
Document #168
Ector Client Jobs (18/21)
“Project Pendulum—Day 13”

Thieving Challenge: “Lift all loot items” (21/23)

Press the switch behind the bookshelf to shift the walls once more. Backtrack out of the room and go west to discover a new room to the kitchen’s south. Swipe the scroll holder from the new room’s shelf, and use Focus to identify a loose brick in the south wall. Press this to uncover a secret elevator that delivers you up to the attic.

Thieving Challenge: “Lift all loot items” (22/23)

Area 2: Clockwise’s Workshop

Clockwise has converted his attic into a small workshop. Raid the room to find two documents and a pen, then press another loose brick in the north wall to reveal a mysterious puzzle.

GOODIE BOX
Document #169
Ector Client Jobs (19/21)
“Project Pendulum—Day 8”

GOODIE BOX
Document #170
Ector Client Jobs (20/21)
“Treatise on the Theory of Time”

Thieving Challenge: “Lift all loot items” (23/23)

Clockwise’s Puzzle

This little puzzle is quite the brain-bender. The symbol on the wall features 10 segments. Press a segment to make it sink into the wall, along with every segment that it touches. The goal is to depress the entire symbol so that it’s flattened into the wall.

There are no obvious clues to solving this puzzle, even in the many letters you’ve found around Clockwise’s home. You’ve only your wits to help you. If you’re stuck, imagine that each segment is numbered from 1 - 10, with “1” being the first segment and “10” being the last segment (as you cycle through them). Press the segments in this order to quickly solve the puzzle: 2, 5, 7, 9, 10. (Ignore the first segment completely.)

Once you solve the puzzle, the wall slides away, exposing an elevator. Step aboard and ride down to the next area.

Area 3: Project Pendulum

The lift ferries you down to a cavernous basement. Clockwise certainly has been busy down here. Advance until you reach a room with a series of unique floor tiles. At last, the documents you’ve found in Clockwise’s house will come in handy!

Project Pendulum—Day 1

Project Pendulum—Day 6

Project Pendulum—Day 8

Project Pendulum—Day 11

Project Pendulum—Day 13

Open the Journal and examine the Ector Client Jobs documents to find several symbols drawn on the “Project Pendulum” letters you’ve found in Clockwise’s home. Notice that these symbols match those on the floor tiles and that each document is dated. Step on the tiles in the order in which their symbols are dated in the documents to successfully reach the far pedestal. Make direct lines toward each symbol, taking the shortest and most direct path from one tile to the next. The far door will close if you make any false moves; return to the entry to reset the room and try again.

Collect the Automaton’s Heart from the pedestal, along with the final document that poor Clockwise has left behind.

GOODIE BOX
Document #171
Ector Client Jobs (21/21)
“Clockwise’s Confession”

GOODIE BOX
Collectible Loot #74
Client Loot (8/8)
“Automaton’s Heart”

Objective 2: Escape from Clockwise’s Residence

It’s been fun, but you’ve likely had your fill of Clockwise’s mind games by now. Fortunately, leaving his house isn’t difficult. Scale the long east ladder to reach the basement, where a poppy grows. Collect the poppy, then head upstairs to reach the door from which you entered. Well done. Ector will be thrilled to have the Automaton’s Heart back in his possession!